

FIREFLY STUDIOS'
STRONGHOLD 2



FIREFLY

2K
GAMES

TABLE OF

GETTING STARTED – 3

- 1.1 Installation – 3
 - 1.2 Starting the Game – 3
 - 1.3 Main Menu – 3
 - 1.4 Game Modes – 4
 - 1.5 In Game Interface and Navigating the Map – 5
-

HOW TO PLAY – 9

- 2.1 Placing Buildings – 9
 - 2.2 The Stockpile – 10
 - 2.3 The Granary – 11
 - 2.4 Lord's Kitchen – 11
 - 2.5 Basic Food – 11
 - 2.6 Royal Food – 12
 - 2.7 Resources – 13
 - 2.8 Creating Workers – 14
 - 2.9 Popularity – 15
 - 2.10 Honour – 15
 - 2.11 Military Basics – 16
-

MANAGING YOUR CASTLE – 18

- 3.1 Rationing and the Granary – 18
- 3.2 The Market Place – 18
- 3.3 Tax – 19
- 3.4 Gong, Rats & Disease – 21
- 3.5 Honour – 22
- 3.6 Feasts – 23
- 3.7 Church, Chandler's Workshop & Beehives – 23

- 3.8 The Monastery – 24
 - 3.9 Crime – 25
 - 3.10 The Lady's Bedchamber – 26
 - 3.11 Medieval Dances – 27
 - 3.12 Jousting – 27
 - 3.13 Promotion – 27
 - 3.14 Estates – 28
 - 3.15 Knights – 29
 - 3.16 Working Inns – 29
-

MILITARY FORCES – 29

- 4.1 The Armoury & Military Goods – 29
 - 4.2 Selecting Units – 30
 - 4.3 Marching Orders – 31
 - 4.4 Unit Stances – 32
 - 4.5 Unit Formations – 33
 - 4.6 Military Commands – 33
 - 4.7 Map Bookmarks – 34
 - 4.8 Barracks & Available Units – 34
 - 4.9 Mercenary Post & Available Units – 38
 - 4.10 Monastery & Available Units – 41
 - 4.11 Engineers Guild & Available Units – 42
-

DEFENDING YOUR PEOPLE – 43

- 5.1 The Gatehouses – 43
- 5.2 Building Walls – 44
- 5.3 Towers – 45
- 5.4 Placing Stairs – 46

CONTENTS

- 5.5 Traps – 46
 - 5.6 War Hounds – 46
 - 5.7 Placing Moats & Filling in Moats – 46
 - 5.8 Mounted Siege Equipment – 47
 - 5.9 Boiling Oil – 47
 - 5.10 Burning Logs – 47
 - 5.11 Stone Tippers – 48
 - 5.12 Rock Throwers – 48
 - 5.13 Braziers – 48
 - 5.14 Arrow Slits – 48
-

SIEGE WARFARE – 49

- 6.1 Siege Equipment Overview – 49
 - 6.2 Battering Rams – 49
 - 6.3 Siege Towers – 49
 - 6.4 Catapults – 50
 - 6.5 Trebuchets – 50
 - 6.6 Fire Ballista – 50
 - 6.7 Cat – 50
 - 6.8 Mantlets – 50
 - 6.9 Burning Cart – 50
 - 6.10 Digging Tunnels – 51
-

MULTIPLAYER – 51

- 7.1 Online – 51
- 7.2 Local Network – 51
- 7.3 Multiplayer Lobby – 52

THE CAMPAIGN EDITOR – 53

- 8.1 Scenario Editor – 53
 - 8.2 Creating Campaigns – 53
 - 8.3 Creating Skirmish Maps – 54
 - 8.4 The Map Editor – 54
 - 8.5 Saving Scenarios – 55
 - 8.6 Loading Scenarios – 56
-

WHAT'S NEW IN STRONGHOLD 2 – 56

THE JESTERS GUIDE TO PLAYING THE GAME – 57

REFERENCE SECTION – 59

- 11.1 Buildings in STRONGHOLD 2 – 59
 - 11.2 Food Flow Chart – 65
 - 11.3 Royal Food Flow Chart – 65
 - 11.4 Resource Flow Chart – 66
 - 11.5 Non-military characters – 67
-

GAME CREDITS – 73

LIMITED WARRANTY & LICENSE AGREEMENT – 77

1. GETTING STARTED

1.1 INSTALLATION

1. Place the **STRONGHOLD 2** CD in your CD-ROM drive. If the CD auto runs, left click on the install button. If the CD does not auto run, click on the **START** button then select **RUN** followed by **BROWSE**. Using the pull down arrow, select your CD-ROM drive with the **STRONGHOLD 2** CD inserted. Click on 'autorun.exe' and select **OPEN**, followed by **OK** then select the **INSTALL** button. Now simply follow the on screen commands.
2. Microsoft DirectX 9.0c is required to play **STRONGHOLD 2**. At the end of the installation the game will check to see if you have DirectX 9.0c installed on your computer. If you do not have DirectX 9.0c or higher installed you will be asked whether you wish to install it or not. Follow the on screen instructions to install DirectX 9.0c.
3. To remove **STRONGHOLD 2** from your PC, insert the **STRONGHOLD 2** CD in your CD-ROM drive and when the auto run screen appears, click on the **UNINSTALL** button and follow the on screen instructions. You can also remove **STRONGHOLD 2** by using the Control panel. Choose **START, CONTROL PANEL** and select **Add or Remove programs**.
4. We recommend you view the readme file before running **STRONGHOLD 2** as this contains the most recent information on the game.
5. Each time you insert the **STRONGHOLD 2** CD into your CD-ROM drive, the game will auto run and a **PLAY** button will now replace the install button. Click the **PLAY** button to run the game.

1.2 STARTING THE GAME

If you choose to create a **STRONGHOLD 2** desktop icon during the installation you will be able to run **STRONGHOLD 2** by double clicking on the **STRONGHOLD 2** icon on your Windows desktop.

It is also possible to run **STRONGHOLD 2** from Windows by clicking on **START, PROGRAMS, FIREFLY STUDIOS** and **STRONGHOLD 2**.

1.3 MAIN MENU

When **STRONGHOLD 2** has loaded and displayed the initial titles and loading screens the main menu will be presented. The following section explains what each section means.

PLAY: Clicking on 'Play' you will be presented with two main icons which allow you to play either 'The Path of Peace' or 'The Path of War' (See section 1.4)

MULTIPLAYER: Play a multiplayer game with up to seven friends via a local Area Network (LAN), Direct Connection (over the Internet) or through GameSpy Arcade™. (See Section 7)

MAP EDITOR: This allows you to build your own campaigns & maps. (See Section 8)

OPTIONS: From here you can adjust game settings such as sound and video to suit your computer.

LOAD: Enables you to load previously saved games

EXIT: Exits the game and you are returned to the operating system.



1.4 GAME MODES



Tutorial

If you are new to Stronghold games it is recommended you play through the tutorial which will teach you the basic concepts you need to know to play STRONGHOLD 2.

The Path of Peace

The game modes in 'The Path of Peace' focus more on developing a thriving economy and less on building mighty armies and sieging enemy castles.

SIM CAMPAIGN: This mode allows you to concentrate on your economy and various economic based challenges with little to worry about, few enemies attacking you and little getting in the way of your castle building.

FREE BUILD MODE: Free build mode gives you a blank canvas allowing you to build to your hearts content with no goals or enemies to worry about at all and giving you access to all the buildings available in STRONGHOLD 2. You merely choose the map you wish to build on and away you go! Should you wish to test your creation, pressing the F1 key during a free build game will allow you to trigger an event or invasion of your choice.

CUSTOM MAPS: Custom maps allow you to load campaigns which you have created yourself using the editor or other user created campaigns.

The Path of War

The game modes in 'The Path of War' require you to not only master managing a medieval economy but also to learn the art of medieval warfare!

CAMPAIGN: The "Lost King" campaign is a great place to get to grips with all of **STRONGHOLD 2's** features. This action based story features the best of castle building and sieging.

KINGMAKER: Kingmaker mode allows you to play a skirmish game and pit yourself against any mix of opponents. As well as managing multiple castles and estates, Kingmaker mode also includes the promotion system which allows you to advance in rank by spending the honour your Lord accumulates. As you go up in rank various extra buildings, troops and defences become available to you. Crucially however promotion does not upgrade your troops in anyway.

Multiplayer: Play a multiplayer game with up to seven friends via a local Area Network (LAN), Direct Connection (over the Internet) or through GameSpy Arcade™. (See Section 7)

Custom: Here you can play war campaigns that you create or other user created campaigns.

1.5 IN GAME INTERFACE & NAVIGATING THE MAP

This section introduces you to the **STRONGHOLD 2** interface.



Settings Menu

The menu button gives you access to various options.

LOAD: From here you can load a previously saved game.

SAVE: This allows you to save your game using a file name of your choice.

OPTIONS: This allows you to change the following elements of the game.

Video Options - This allows you to change video settings such as the resolution of the game.

Sound Options - From here you can adjust options for music, speech and sound effects.

Game Options - This lets you change the game speed and turn the in game help on or off.

System Options - This allows you to change graphical effects and level of detail.

QUIT: This option quits the current mission and takes you back to the main menu.

HELP: Accesses the help file.

RESUME: Selecting this returns you to the game.

Promotion Button

The button located to the right of the menu button shows the promotion (or rank) stage you have reached. In some game modes you can click on this to proceed to the next rank. (See section 3.14)

Game Information

DATE: The current month and year.

GOLD: The amount of gold in your treasury.

HONOUR: The amount of honour your Lord has acquired.

POPULATION: The total number of peasants currently in the castle and the maximum number the castle can currently hold.

POPULARITY: How popular you are with your people.

Building Panel

The Building panel displays all the buildings available to place in the game. To place a building simply select the building from a building category and click on the main game screen. The building categories are listed below:



Castle Structure - Within this panel you will find the structures that make up the fabric of your castle such as walls, towers and gatehouses.



Military - Within this panel you will find military buildings such as the armoury, barracks and mercenary post as well as things to defend your castle with such as mangonels, pitch ditches and moats.



Civilian - Within this panel you will find civilian buildings such as hovels, the church and the treasury.



Farms & Food - Within this panel you will find buildings such as the granary, farms, royal food farms, the royal kitchen and the inn.



Industries - Within this panel you will find buildings such as the stockpile, woodcutter, quarry, iron mine, ox and weapon workshops.



Castle Services - Within this panel you will find buildings such as gong pits, falconer's post, torturer's guild and the punishments.

Report Screens

Click on the book to go to the report screens. The report screens give you useful information on a number of key factors such as popularity, financial information, population, military resources, honour and estates.



Mini Map

This gives you an overview of the map showing the people and resources available, along with approaching enemies and enemy castles. You can move around the main screen by left clicking on the mini map to go to a specific location.



Magnify - This button will allow you to change the zoom level of the mini-map.

Full Zoom In



Medium Zoom



Full Zoom Out



Show Estates - Clicking on this button will display the boundaries and ownership of estates on the mini-map.

Deleting Buildings



Delete - To remove a structure from your settlement, left click on the delete button then click on the structure you wish to remove. Depending on when you delete the structure, up to half of the resources spent in construction will be recovered. Deleting a building shortly after placing it, by mistake for example, will give you back all the resources.

View Mission Briefing



Back to the Briefing - Clicking on this button allows you to review the objectives in the briefing screen.

Camera Views



Camera Views - Choose from Lord's Eye, Top Down, Keep, Gatehouses, Granary or Siege Camp.

Navigating the Map

To move around the map, move your mouse pointer to the edges of the screen or use: W, A, S & D or the Cursor Keys. When you move around the map, the overhead mini-map (bottom left corner) will move and show your current position.

To zoom into the map spin the mouse wheel forward. To zoom out spin the mouse wheel backwards. Alternatively you can use the 'R' and 'F' keys.

To rotate the map hold down the middle mouse button and move the mouse left or right or use the Q & E keys.

If you wish to switch between normal view and top down (architect) view press the Space Bar.

Another handy camera mode is 'Lords Eye View'. Press Alt L and you will be taken to the top of your keep and given a long range view. You cannot scroll about the map in this mode, but you can rotate to see a more strategic view of the surrounding land or just to get a different view of your castle. Press Alt L again to exit this mode. If you wish to jump to a specific location on the main screen you can left click on the mini-map.

To jump to a recent event, hit the Enter key.



TIP: You can change the direction in which buildings are facing by moving the mouse wheel before you place them. You can also use the 'R' key.

2. HOW TO PLAY

This section is a quick guide through all the main features within **STRONGHOLD 2**. Here you will learn how to place buildings, learn a little about the key buildings in **STRONGHOLD 2** as well as of some of the main systems within the game.



TIP: If you have not played Stronghold before we recommend that you play through the tutorial.

2.1 PLACING BUILDINGS

STRONGHOLD 2 is an instant build game; workers are not required to create buildings and the building is created as soon as it's placed.

To place a building, you need to select the icon of the building you wish to place from one of the six building category panels (See section 1.4). When you have selected the building icon move the cursor up to the main game world.



The building you have chosen will be on screen with a blue footprint underneath it. The blue footprint means that the building can be placed on the ground. If there is a red footprint on screen it means that the building cannot be placed. This can be because you don't have the required resources or that the ground isn't level enough to build on.

Each building you place requires wood, stone, gold or a combination of these to build it. You can only place a building if you have enough of the required resources available to you. (See section 2.2).

The stockpile is the most important economic building in **STRONGHOLD 2**. It is the first building you must place at the start of the game and no other buildings can be placed until you have built a stockpile.



TIP: Remember once a building is selected, you can change the way buildings are facing, by scrolling the mouse wheel or using the 'R' key before you left click to place the building.



TIP: Left clicking on any building or person will bring up a screen giving you more information. Right clicking after placing a building will clear the building cursor or building information screen and give you back the standard mouse cursor.

2.2 THE STOCKPILE

All of the resources you gather or produce will be placed in the stockpile, apart from weapons and food.



To place a stockpile click on the Stockpile icon in the Industries panel then click on the map. If you are starting a new game, you will automatically be in the Industries category.

Each stockpile can hold up to eight different resource types. When you run out of space, new stockpiles can be added.

Additional stockpiles must be placed close to each other.

You can gauge the approximate amounts of resources you have by simply looking at the stockpile. To see the exact amount of each resource left click on the stockpile. The amount displayed for each good is the combined amount of that resource in all stockpiles.



TIP: It is a good idea to leave some space around you stockpile in case you need to expand it later in the game.

If you have a market built, clicking on the individual resources from the stockpile panel will then take you to the trading panel, to allow you to sell the goods or buy more of them.

2.3 THE GRANARY

All 4 basic food types produced by your farmers are taken to the granary. Without a granary your peasants will have no food and your castles popularity (see later) will start to suffer.



To place a granary click on the Granary icon in the Farms and Food panel then click on the map.

Only one granary can be placed and it can hold an infinite amount of food.

Left clicking on the granary will bring up the granary panel where you can see the exact amount of food you have. (via the 'more info' icon). In this panel you can set the amount of rations given to your workers (See Section 3.1)



TIP: If the granary is destroyed you will lose all the food within it. Protect it well!

You can also turn food consumption on and off for individual food types.

2.4 LORD'S KITCHEN

The Lord's Kitchen stores royal food in its pantry, which is served to the Lord and his guests during feasts (See Section 3.6). It also supplies living accommodation under the pantry for four household servants that attend to the needs of the lord and lady.



To place a Lord's Kitchen click on the Lord's Kitchen icon in the Farms and Food panel then click on the map.

If you hold your mouse pointer over the pantry of the Lord's Kitchen, the roof of its pantry will be removed so you can see the royal food inside.

Looking at the pantry should give you a rough idea of how much and what types of food you have stored. Left clicking on the Lord's Kitchen will bring up the Lord's Kitchen panel where you can see the exact amount of food you have and details of upcoming feasts.



2.5 BASIC FOOD

In total there are four basic food types, which are stored in your granary. Each food type has its own benefits and drawbacks. Feeding your peasants multiple types of food is the simplest (and the first available) way that you can generate honour.



Meat - Once a hunters hut is placed, hunters will track down deer, rabbits and pheasants, kill them and take them back to gather meat from them. This is a quick and easy way to obtain food although not as productive as full scale farming.



Apples- Apples are grown in your orchards. These are quick and easy to get working, but are less efficient than other sources and require a large area of land.



Cheese - This is produced in your dairy farms. Dairy farming is slow to get going. Once running however dairy farming is more efficient than apple farming or hunting. If you are producing leather armour, cheese production will suffer as tanners take the cows away for their hides.



Bread - This is made in the bakery and requires a supply of flour, which in turn requires a supply of wheat. The food chain leading up to bread requires more time and resources to set-up but when your wheat farms, mills and bakeries are all in place, it proves the most efficient food source in **STRONGHOLD 2**.

2.6 ROYAL FOOD

In total there are five royal food types, which are stored in the pantry of the Lord's Kitchen. The more food types in the pantry the more splendid the feast (See Section 3.6).



Eel Pond - The eel pond provides both eels and geese for his lordships table, which the fisherman takes to the Lord's Kitchen. With only one worker however, you may need to place several ponds if supply is not to prove erratic.



Pig Farm - The pig farm breeds pigs, which provide the backbone of his lordships diet.



Vineyard - Grapes grown here are taken to the stockpile. The vintner then picks them up from the stockpile and takes them to the Vintner's Workshop.



Vintner's Workshop - The vintner uses the grapes from the stockpile to make wine, which is stored in the Lord's Kitchen. Wine is therefore more involved than other food types to produce, but never the less a valuable addition to any feast, if maximum honour is to be achieved from it.



Gardener's Hut - The gardener works hard gathering vegetables, which he delivers to the Lord's Kitchen.

2.7 RESOURCES

In total there are twelve resource types, which are stored in your stockpile. Some are raw materials and others are processed.



Wheat - This grows on your wheat farms and is at the start of the most productive food chain in **STRONGHOLD 2**. Wheat is required to make flour.



Flour - This is produced at the mill and requires wheat. Flour is required to bake bread.



Hops - These grow on your hop farms. If you want to brew ale, you will first need to grow hops.



Ale - This is produced at the brewery and requires a supply of hops. When ale is distributed through your inns, you will gain a bonus to your popularity.



Stone - The quarries that extract this from the ground must be placed on the white rocks. Stone is required for building most of the castles defensive structures and some buildings. Stone needs to be transported to the stockpile by an ox from an 'ox tether' building.



Iron - The mines that extract this must be placed on the reddish colour rocks. You will need iron to craft the more advanced weapon and armour types. Iron needs to be transported to the stockpile by an ox, from an 'ox tether' building.



Wood - Woodcutters chop down trees and gather wood, which is used in the construction of most buildings and wooden defences. It can also be used to craft basic weapon types.



Pitch - You will find this bubbling up through marshes. Once you have placed a pitch rig on the marsh, pitch diggers will extract pitch. Pitch is used for boiling oil and pitch ditches.



Grapes - Grapes are delivered to your stockpile from the vineyard. Your vintner will pick the grapes from the stockpile and take them to the Vintner's workshop. The vintner will process the grapes and turn them into wine.



Candles - Your chandler creates candles from bees wax in the chandler's workshop and once they are created the chandler delivers the candles to the stockpile, ready for use in a church.



Wool - Your shepherd gets wool from his flock of sheep in the sheep farm, which he delivers to the stockpile. Wool can be turned into cloth.



Cloth - Cloth is created by the weaver in the weaver's workshop. Cloth is delivered to the Lady in the Lady's bed chamber by pageboys. The Lady creates dresses from the cloth which are then used in medieval dances.

2.8 CREATING WORKERS

In order to build a thriving economy you need a willing workforce and in **STRONGHOLD 2** that workforce consists of peasants. Your Keep provides you with some starter housing for your peasants, but to increase your maximum capacity you will need to place extra housing.

The number of peasants sitting outside your Keep represents the number of peasants available to be turned into workers or soldiers. Your total population and maximum population can be seen on the menu bar at the top. To increase the maximum number of peasants your castle can support, you must place an extra house or in **STRONGHOLD 2** terms a 'hovel'.



To place a Hovel click on the Hovel icon in the Civilian panel then left click on the map.



When you place a hovel the maximum population total at the top of the screen increases and if your popularity is high enough, extra peasants appear from your keep. These peasants, milling around the campfire outside the keep are your surplus labour and can be used to run any newly placed buildings. Build a new

bakery for example and a peasant will turn into a baker and head out to start work straight away. If no one is working in a building it probably means there are not enough peasants available to work there and will be shown with a symbol floating overhead. It may also mean that the building has been turned off (by you by left clicking on it and clicking on the 'turn industry off icon'); in this case the building will show the 'Zzz' symbol over the top of it.



TIP: Problems occur when your population exceeds your available housing. Overcrowding may occur if a house is deleted or destroyed by the enemy. To remedy overcrowding, simply build more housing.



TIP: Placing one hovel means your available peasants will increase by eight and your settlement will continue to grow, but so of course will the number of mouths to feed.

2.9 POPULARITY

Your popularity is the most important factor in **STRONGHOLD 2**. If your popularity drops below 50 your peasants followed by your workers will start to drop their tools and leave the castle. If it is over 50, they will come back again.

Popularity is affected by a number of factors such as food rationing (See Section 3.1) and tax levels (See Section 3.3). Your popularity can drop if your people don't have enough food to eat or feel they are being taxed too harshly. If however you give your people more rations and only tax them lightly then your popularity will increase.



Any green or red faces that float from your buildings represent how much popularity you have gained or lost from that building at that time. The green face represents happiness and the red face represents unhappiness and you can see the amount of popularity lost or gained under the face.

Other factors that affect popularity for good or bad are:

- Drinking ale
- Going to church
- Piles of smelly 'gong' around the castle
- Packs of rats running openly about the castle
- Entertainments, such as travelling fairs or jousting tournaments
- Crime levels in the castle

Left clicking on the report book in the bottom right will bring up the reports panel. Left clicking on the popularity button from the list of reports will show you all the information regarding what is currently affecting your popularity.

On the left of the panel you will see the overall effects of your actions on castle popularity for the coming month.

If your popularity rating starts being displayed in red, you will begin to lose workers. Your popularity will be displayed in red if it is below 50 and displayed in green if it is 50 or higher.



TIP: Listen for announcements from your advisor. He will let you know if you are running into any problems.

2.10 HONOUR

Honour is gained by performing tasks worthy of a true Lord including holding a grand feast, attending church and organising a jousting tournament.

The crown symbol at the top of the main interface window shows the amount of honour you have. Honour you have earned from worthy tasks can be spent in three ways, take a promotion (See Section 3.13), creating knights (See section 3.15) and purchasing estates. (See Section 3.14).

For a detailed explanation of the honour system see Section 3.5.

2.11 MILITARY BASICS

To start building an army the first thing you need to place is an armoury.



To place an Armoury, click on the Armoury icon in the Military panel then click on the map.



An armoury requires both wood and stone to build, so ensure you have both in your stockpile. Without an armoury your weapons workshops will have nowhere to store the weapons they have made.

To get detailed information on the number and types of weapons stored, simply left click on the building.



Once you have your armoury placed you need to place workshops to create weapons for your troops. In this example we will create bows for your archers to use. To build bows you need to place a Fletcher's Workshop.



To place a Fletcher's Workshop click on the Fletcher's Workshop icon in the Industries panel then click on the map



Once the building has been placed, the Fletcher will be created from an available peasant outside your keep and head off to work. He requires wood to create bows so ensure you have enough wood available in the stockpile for him.



TIP: Place a Fletcher's workshop fairly close to both the stockpile and armoury, as the further the Fletcher has to walk the longer it will take you to make weapons, also the Fletcher is quite slow as he has a limp.

Once your Fletcher has created a bow and placed it into the armoury you can create your first archer.

In order to create troops you need to have a barracks placed.



To place a Barracks, click on the Barracks icon in the Military panel then click on the map.



Click on the barracks to open the barracks panel. You can only create troops if you have peasants available outside your keep, enough gold available and the correct weapons and armour in your armoury.



To create troops click on the troop icon of the troop type you wish to create, in this example, archers.

The archer will now be created and form up at your barracks. The process of creating other troops is the same as that of the archer. The more expensive troops however require armour as well as weapons.



TIP: Raising an army is an expensive business and requires gold. Troops however do not eat food from the Granary or disappear if your popularity is low.

Troops can also be created from the mercenary post.



To place a Mercenary Post, click on the Mercenary Post icon in the Military panel then click on the map.



Troops created from the Mercenary post do not require weapons or armour but can cost plenty of gold. Mercenaries are created from the peasants available outside your keep.

Click on the Mercenary Post to bring up the Mercenary Post panel.

To create mercenaries click on the mercenary type you wish to create.



Troops created at the barracks and mercenary post will form up outside of their respective buildings, unless you have specified a form up point elsewhere. (see section 4.3 marching orders)

3. MANAGING YOUR CASTLE

3.1 RATIONING AND THE GRANARY

Changing your rationing is one of the quickest ways to influence your popularity. Your ration setting affects your food bonus or penalty. The number of food types eaten affects honour. These separate influences can be seen in the granary panel.



To see the exact amount of food you have in your Granary click on the 'more info' icon in the bottom right hand corner of the panel.



Your people will consider you more honourable if you supply them with more than one type of food. Less than normal rations will damage your popularity while increasing your rations will boost it. The larger your population is and the higher you set your ration level, the quicker your granary stocks will deplete. This is shown by the speed the 'eat rate bar' (green bar) moves, when the bar is full a unit of food will be consumed. The bonuses and penalties from food types eaten and rationing are as follows:

Food types eaten	Bonus to honour	Rations	Bonus to popularity
1	0	None	-8
2	+1	Half	-4
3	+2	Normal	0
4	+3	Extra	+4
		Double	+8

3.2 THE MARKET PLACE

The market place allows you to buy and sell goods.



To place a market, click on the Market icon in the Industries panel then click on the map.



Left clicking on the marketplace brings up the trade panel.



TIP: Some goods may not be available to trade depending upon where you are in the game.

All tradable goods are split into one of the categories listed below:



Food - Apples, Bread, Cheese, Meat, Wheat, Floor, Hops, Ale.



Royal Food - Eels, Geese, Pigs, Vegetables, Grapes, Wine.



Resources - Wood, Stone, Iron, Pitch, Candles, Wool, Cloth.



Military Goods - Bows, Crossbows, Swords, Maces, Pikes, Spears, Metal Armour, Leather Armour.

From here, click on the good you wish to trade then select the buy or sell button. You won't be able to buy goods if you do not have any gold available or sell them if you don't have any of that good type stored. You cannot buy goods if you do not have the appropriate storage placed: Food = Granary, Royal Food = Kitchen, Stockpile = Resources and the Armoury = Weapons.



A 3D picture is shown of the goods you have selected from the market panel.



TIP: Markets only deal in bulk so you must buy or sell batches of at least five goods at a time. The amounts bought and sold will default to a sensible value for each good type. You can modify this traded amount by using the mouse wheel. This makes buying and selling large quantities of goods much quicker.

3.3 TAX

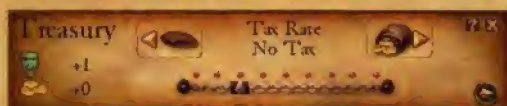
The primary method of earning money is through taxing your people. In order to tax your people you will need to place a treasury from which a tax collector will gather taxes. Periodically, if you own any extra estates (Section 3.14), the tax collector will set out on his cart to collect an extra tax from them. However, if he is robbed on route you will lose any money he has collected on his journey.



To place a Treasury, click on the Treasury icon in the Civilian panel then click on the map.



Left click on your treasury to bring up the tax panel.



The tax panel allows you to raise and lower taxes and view financial information.

You can set your taxes to anything from a large handout all the way up to an extra cruel tax by clicking on the empty sack (left) or full sack (right).

If you have plenty of gold in your treasury you may decide to move your tax rate down to a point where you actually pay your peasants alms to encourage them to stay. This will have a positive effect on your popularity but it will also cost your treasury.



TIP: You will find handing out alms proves useful when you are running low on food. Change your rations to half then hand out bribe money to offset the worst of the penalty until you find a way of restoring your granary stock.

On the other hand you may decide to move your tax rate up to raise money. Raising taxes will have a negative effect on your popularity. The highest tax rate that can be set is Extra Cruel tax where you take every penny your peasants earn, this will have a devastating effect on your popularity and should be used only for brief periods.

On the left hand side of the panel you can see the effect the tax rate is having on your popularity and treasury.

The table below shows the popularity bonuses and penalties that you will receive from the various tax settings:

Large Bribe	Small Bribe	No Taxes	Low Taxes	Normal Taxes	High Taxes	Extortionate Taxes	Cruel Taxes	Extra Cruel
+8	+4	+1	-2	-4	-6	-8	-12	-16



TIP: Attempting to give out bribe money when your treasury is empty will not have any effect on popularity.



The number below the gold coin which floats from the treasury tells you how much gold you have gained from taxing your people.

3.4 GONG, RATS & DISEASE

With a growing population, human waste (or gong as it was called in medieval times) is bound to become a problem. As gong piles appear around castle buildings, your castle starts to take a popularity hit of -1 for each pile, every month. With bigger populations the problem gets worse, the maximum number of piles increases as does their rate of occurrence. Additionally as the piles start to grow and steam over time they start to give off disease. This disease can have several effects on peasants that travel through it, ranging from nothing, to a small sneeze, to death.



To clear gong from your castle you need to hire Gong Farmers.



To place a Gong Farmer click on the Gong Farmer icon in the Castle Services panel then click on the map.



Gong is cleared up by a gong farmer who will dump the gong in a deep pit away from your population.

Another large problem in most medieval kingdom is rats. Rats breed in food buildings and like gong will affect your popularity adversely with each pack of rats giving you a -1 hit to your popularity each month. Rats will also run through gong piles and spread the disease around the castle. To control the rat population, Falconers are needed.



To place a Falconer, click on the Falconer icon in the Castle Services panel then click on the map.



A Falconer will begin killing off the rat population, with his trusty bird swooping down and disposing of a whole rat pack at a time.

If the rat population has got out of control causing disease to spread around the kingdom it may be time to hire a healer who works in the Apothecary.



To place an Apothecary, click on the Apothecary icon in the Castle Services panel then click on the map.



A Healer will automatically wander around and dispel any disease clouds near his house. Apothecaries can also be used to heal your Lord, who will have to visit his house. The healer will slowly restore the Lord back to health. Note that this can only be done in peacetime and if there are any enemies nearby the patients will have to leave the sick bed and report back for combat duty.

3.5 HONOUR

Honour is a representation of how well you are living as a Lord and is gained by performing certain tasks.

Honour can be used to gain promotion, purchase neutral estates from the King and create knights.



When you gain honour a crown appears from the buildings where honour has been gained. The amount of honour received is displayed under the crown.

There are a number of ways to gain honour:

Multiple Food Types - People like nothing more than a bit of variety in their lives and that also applies to their food. The more food types you have in your Granary the more honour is bestowed upon you (See Section 3.1).

Holding Feasts - One of the greatest ways to earn a good reputation as a medieval Lord is to hold a lavish feast. In order to hold a feast you must place farms that produce royal food and a Lord's Kitchen to cook the best meal possible. The more royal food types you serve at your feast the more honour your Lord will receive (See Section 3.6). Your honour from a feast is also boosted by the number of guests you can host. The kitchens cook will decide the best combination of guests and dishes to give you the maximum honour benefit. Another way a feast can give you extra honour, is to place a musician's guild. This will recruit a jester and troubadour to play to your guests at each feast, giving you a small extra bonus.

Attending Church - Religion is a very important part of medieval life. The church is run by a priest, whose job it is to organise mass. This building will begin working when there are candles in your stockpile. Clicking on the church allows you to set the size of your mass. The larger the mass you hold the faster your candles will be consumed and the larger the popularity bonus you gain. If the Lord attends, you will gain a small extra honour bonus.

Monastery - After they have prayed in the monastery and contemplated in the garden, your monks will start to create beautifully illuminated manuscripts. This is a time consuming process but once these manuscripts are delivered to the keep, your Lord receives an honour bonus for each manuscript delivered.

Trying Criminals - If crime is rife, your people may think you are neglecting your duties. If however you have a courthouse you will gain honour whenever the Lord holds court (see Section 3.9).

Marriage - The greatest honour for any Lady is to become the wife of a Lord (or perhaps that should be the other way round!). Being married (triggered by the placing of a bed chamber (or solar)) will in any event give you a periodic honour bonus (See Section 3.10).

Jousting - There is no event more exciting in the medieval calendar than a jousting tournament. Holding a jousting tournament is a very prestigious event for any Lord and great honour will be bestowed upon him (See Section 3.12). You can even place bets on which brave knight you think will win. Jousting is a rare treat however and once a tourney has been held the stands are packed away for a while before the process of rebuilding the tilting field begins anew.

Medieval Dances - Once the Lady has a wardrobe full of dresses, a dance will be held in the Keep. Each dance held gains you an honour bonus (See Section 3.13).

Statues - When built statues give you a constant supply of honour.



TIP: Certain quests during the game will also give you honour.

3.6 FEASTS

Feasts are held by your Lord to entertain his friends and give him honour.

Before a feast can be held, the food for the feast must be cooked in the Lord's Kitchen.



To place the Lord's Kitchen, click on the Lord's Kitchen from the Food panel then click on the map.

The kitchen only serves food fit for royalty: eels, geese, pigs, vegetables and wine. By clicking on the keep or kitchen, you can view when a feast is scheduled to take place, what the cook is planning and how much honour you will receive from it.

People will attend the feast within your keep, which the Lord and Lady (if the Lord has taken a bride) will also attend. The more people attending the feast and the more food types served at the feast the greater the amount of honour you will receive.

3.7 CHURCH, CHANDLER'S WORKSHOP & BEEHIVES

Religion helps your people through the bad times. Holding mass boosts popularity and sometimes gains you honour too.



To place a church, click on the church icon in the Civilian panel then click on the map.



Before mass can be held, you must have candles in the stockpile. Candles are produced at the Chandler's Workshop from wax collected from Beehives.



To place a Beehive, click on the Beehive icon in the Industries panel then click on the map.



To place a Chandler's Workshop click on the Chandler's Workshop icon in the Industries panel then click on the map.



Clicking on the church allows you to set the size of the mass to be held. This increases or decreases your popularity bonus and changes how quickly candles will get used up.

If the Lord is in attendance during a church service not only will you receive a popularity bonus but you will also receive an honour bonus.

3.8 THE MONASTERY

The monastery is where your monks create illuminated manuscripts. Illuminated manuscripts are religious texts and teachings created by hand and illuminated with brilliant inks and dyes.



To place a Monastery, click the Monastery icon in the civilian panel then click on the map.

After placing a monastery six peasants will walk to your monastery and turn into monks. Your dedicated monks will then work hard creating the illuminated manuscripts before delivering them to the Keep for an honour bonus.

Building a monastery also enables you to create two new troop types, Fighting Monks and Warrior Monks.

Fighting Monks and Warrior Monks are created from peasants just like standard troops.

3.9 CRIME

Unfortunately, in every castle you will find some bad apples that don't want to work for a living and would rather take their chances with the guards and the prospect of being hung in the dungeon.

Occasionally, one of your peasants will turn into a criminal appearing from a hovel and creep around the castle attempting to steal food from your Granary. These peasants may be unemployed or employed and in the later case the job they were performing will suffer until the worker is caught, tried and punished, thereby bringing them back into society. Criminals cost you -1 popularity per criminal per month. To catch criminals you need to employ guards.



To place a Guard Post click the Guard Post icon in the Castle Services panel then click on the map.

Once a Guard Post is placed one of your available peasants will turn into a Guard and patrol the castle looking for criminals. A Guard will not arrest a criminal unless he has a dungeon and courthouse to take the criminal to.



To place a Courthouse (and Dungeon), click on the Courthouse icon in the Castle Services panel then click on the map.

The judge can only try as many criminals as there are punishments available to dispense justice to them. You will need to build one of the ten types of punishments in order to rehabilitate them back into society, turning them back to a useful peasant. The Judge can administer the three most lenient punishments himself (stocks, mask, gibbet) but for the more severe punishments to work a Torturers Guild must also be built to supply the torturers needed to operate them.



To place a Torturers Guild click on the Torturers Guild icon in the Castle Services panel then click on the map.

The speed at which criminals are rehabilitated is determined by what torture devices you build. The more lenient the punishment, the cheaper it is to build but rehabilitation takes a long time. The harsher the punishment, the more expensive it is to build but the quicker you get your peasant back.

These are the punishments available in order of severity:



Stocks - Publicly humiliate the criminal by placing him in the stocks. The cheapest, most lenient punishment but it takes a very long time before the criminal is turned back into a peasant.



Mask - Force the criminal to wear a donkey mask much to the amusement of the public.



Gibbet - Suspend the criminal in a cage for a long time.



Wheel - Strap the criminal in and spin him round and round.



Flogging Post - Faster to operate than the wheel but somewhat more painful. You will also need a torturer for this to work effectively, as the sentenced convict will hardly want to whip himself.



Burning Chair - Leave a mark that will make him think twice the next time. You will need a torturer to bring the fire brand up to the regulation temperature.



Rack - Teach the criminals a lesson by stretching them a bit (well...a lot!). Only a torturer can operate this delicate machinery.



Burning Post - Not a quick or pleasant death but quicker than the non capital punishments at replacing your peasant. Two torturers are needed to carry out any form of capital punishment.



Gallows - String them up! Again two torturers are needed for this to work.



Block - Off with his head! The quickest and (if the axe is sharp) most humane death a convict can have. Two torturers must preside over the execution.

3.10 THE LADY'S BEDCHAMBER

Before you can hope to take the hand of a Lady in marriage your bachelor's castle must have somewhere for her sleep.



To place the Lady's Bedchamber (often called the 'Solar' in medieval times) click on the Lady's Bedchamber icon in the Civilian panel then click on the map.



Once you have placed the bedchamber, your Lord will soon get married and the lady of the castle will bring him a steady flow of honour.

3.11 MEDIEVAL DANCES

Dances in the keep will bring honour to your Lord. A dance is held once the Lady has made enough dresses for the dance.

To hold a dance the castle must have wool from shepherders; this is then turned into cloth by a weaver, which in turn is brought to her ladyship by the castle servants. Once the lady has sewn a set number of dresses they will automatically be used up to hold a dance.



3.12 JOUSTING



Holding a jousting competition always gets you noticed. Your people love to watch it, which gives your castle a massive popularity boost.

A jousting competition takes sometime to set up, but gives you a large amount of honour. The tournament itself will be between the champions of the games main characters (along with a few extras) and the competitors will be chosen at random several months before the match begins. The champions are of varying ability and you are able to place a small wager on the outcome of the match at anytime before the tourney begins. The betting odds are always fixed for each knight, usually the best knight wins, but upsets have been known to happen!



3.13 PROMOTION

In kingmaker and multiplayer game modes you can go up in rank using honour you have earned.

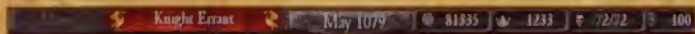
To gain a promotion, click on the promotion button on the top bar. The promotion screen will appear detailing how much honour is required to be promoted to the next rank.

Clicking on the promote button at the top of the screen opens the promotion screen where you can promote your rank if you have enough honour. Click on the done button to exit this screen.

Moving up a rank gives you access to more buildings, which allows you to create different foods and resources and also use different troop types.



TIP: Troop strengths do not change between ranks. The archers you recruit when you are a knight are the same strength as those you create as a duke.



When playing through Kingmaker mode you can promote yourself through the ranks starting from lowly Freeman to Duke. The higher in rank you go the more promotions will cost you.

3.14 ESTATES

Estates are the areas of land owned by you and the other Lords in the game. Coloured borders on the land mark out the estates. Some estates are not owned by any of the Lords. Neutral estates can be bought using honour and the village within that estate will automatically supply you with its excess resources.

There are two kinds of estates, village estates and castle estates:

Village estates are simple settlements tending to produce only a few kinds of goods. The Lord that owns a village estate can expect cartloads of supplies sent to him from his village. Villages vary in size and in the types of goods they tend to produce. Many villages start off neutral and they can then be brought from the crown with honour. Once a village is no longer neutral, that is a Lord owns them, they can be taken by force by sending troops to capture its village flag. To capture the flag the attacking force must first get rid off any defenders stood nearby. The more troops there are near the flag the faster the transfer of ownership will occur.

Castle estates tend to run bigger economies. An attacking army can capture Castle estates by capturing their flag. Once captured, a castle then becomes the attackers and will send its master goods just like a village estate. Clicking on the new castle however will reveal three castle stance icons giving the player a basic set of objectives for his new castle:



ECONOMIC – The captured castle concentrates on sending goods to the conqueror's castle.



DEFENSIVE – The captured castle stores troops and goods, thus fattening itself up.



AGGRESSIVE – The captured castle builds siege armies and sends them out to attack targets of your choosing.

3.15 KNIGHTS



Knights are created at the barracks, just like any other troop. However the big difference is that to recruit knights you also need honour. Knights are immensely strong and fight like the Lord, i.e. many more hit points and greater attack strength. Both the knights and the Lord can fight on foot or on horseback as long as a stable has been placed and some unused horses are grazing there.

3.16 WORKING INNS



To place an inn, click on the inn icon in the farms and food panel and click on the map.

A working inn is one with a supply of ale and an innkeeper. Ale needs to be available in your stockpile and will be used by your inn automatically.

Clicking on the inn allows you to set the amount of the ale to be drunk. This increases or decreases your popularity bonus and changes how quickly ale will get used up.



4. MILITARY FORCES

4.1 THE ARMOURY & MILITARY GOODS.

There are eight types of weapon in STRONGHOLD 2. These are stored in the armoury.



To place an Armoury, click on the Armoury icon in the Military panel then click on the map.

To see how many weapons and types of armour you have, left click on the armoury (See section 2.10).



Bows - Bows are created by your fletchers. Fletchers pick up wood from your stockpile make a bow and place it in the armoury.



Crossbows - You can also choose to have your fletcher make crossbows. These require a little more wood than a bow.



Spears - Spears are created by your poleturner who gets wood from your stockpile and places the resultant spear into the armoury.



Pikes - Pikes are also created by your poleturner who gets wood from your stockpile.



Maces - A mace is created by your blacksmith who gets iron from your stockpile and places the finished mace into the armoury.



Swords - Swords are also created by your blacksmith who again needs iron from your stockpile to fashion a sword.



Leather Armour - Leather armour is created by your tanner, who gets leather from the hide of cows at your dairy farm. Once the leather vest is complete the tanner places this into the armoury.



Plate Armour - Plate armour is created by your armourer from iron. The plate armour is then placed in the armoury.

4.2 SELECTING UNITS

Being able to easily select troops and move them around the map is key to military success in **STRONGHOLD 2**.

To select a military unit simply left click on him. A green health bar will appear over his head when selected.

To select a group of units, press and hold the left mouse button then drag the pointer to create a box around them.

When you release the mouse button, all of the units that are within the box will now become selected.



Additional options for selecting units

Units can be added or removed from a selection by holding down the SHIFT key then left clicking on them. Multiple units can be added to a selection by holding down the SHIFT key and dragging a box around them. Double clicking on a unit will select all of that unit type visible on the screen.

Army Interface Panel

When units are selected you will see the army interface panel appear at the bottom of the screen with the units command box on the right and the unit information panel on the left.



The unit information panel shows you the type and amount of units currently selected and allows you to select and deselect specific unit types.

Left clicking on a unit type from this panel will select only that unit type whereas right clicking will remove that unit type from the current selection.

Grouping units

You can form a group of units that you can command at the same time.

1. To form a group of units, first make a selection.
2. Next hold down the control key and press a number on the keyboard to assign to the group.
3. Once a group has been assigned a number, pressing that number on the keyboard will select it. For example pressing the number 1 on the keyboard will select group 1. Pressing the same number again will take you to the group's current position on the map.

4.3 MARCHING ORDERS

When you have a unit selected, your pointer will change to the movement cursor.

The green pointer means that you can move your unit to a specific spot, if the arrow has a no entry symbol above it this means the area is inaccessible.



Moving units to the tops of walls, towers and buildings

To position troops on top of your walls or buildings and defensive structures select a unit then when the green cursor appears, left click to send units to that destination. Ensure you have stairs placed to access them.



TIP: If the no entry symbol appears it is likely to mean that there are no stairs leading up to the top of your building or wall.

Patrolling

You can also set units to patrol between two points. Move the unit to where you want their patrol to start, select the patrol button then left click where you wish the patrol to end. The unit will patrol back and forth between the two positions.

Setting up advanced patrols:

1. Select a unit then the patrol button.
2. While holding down the shift button, left click to place additional patrol markers (you can place up to 10).
3. When you are happy with the patrol markers, press the right mouse button to finish.
4. Units will patrol in the order you have placed the markers.



TIP: If a group of selected units are on the move you can prevent them from going further by clicking the stop button.

Assembly Points



Clicking on the barracks or mercenary post will display the unit information panel; to the top right of your troops you will notice a small assembly icon. Clicking on this will show you a list of the available troops, left clicking on one of these will display a flag. Left click to place the flag on the game screen and your chosen troop will now walk to this destination instead of your barracks or mercenary post when they are first created.

4.4 UNIT STANCES

The top three buttons in the command box change the way your units behave in combat.



Stand Ground – Units set to stand ground will not move from their posts unless ordered to do otherwise. They will defend themselves when attacked and if they are a missile unit, will fire when enemy units come into range.



Defensive Stance – Units set to a defensive stance will move a short distance from their post to engage any enemy units that come close to their position. Once there are no more enemy units to engage, they will return to their original position.



Aggressive Stance – Units set to an aggressive stance will look a long way to engage or chase down enemy units. When the enemy is defeated your units will look for another potential target before returning to their original position. Units in aggressive stance will also respond actively to missile attacks. If there are no enemy units nearby, they will then attack enemy buildings.

4.5 UNIT FORMATIONS

If you have a group of units selected you can use the 'unit command box' which will allow you to select the formations you wish to put your troops into. You can use the following formations:



Open combat. This allows the men to engage at will and move quickly about the land. It provides them with no defensive advantages



Column Formation. This places weaker troops to the back for protection and is the optimal formation for moving



Defensive knot. This is a fixed non mobile formation that places weaker units to the centre and gives non-missile troops a big defensive advantage.



Line Formation. This provides offensive and defensive advantages to the men, but is often slow and only really useful in the open field.

4.6 MILITARY COMMANDS

Attacking the enemy



To attack the enemy, select one of your units then move you mouse pointer over an enemy unit. When the red attack cursor appears, left click on the enemy and your troops will attack.



This button will change depending upon the unit selected. With range units selected this button will become the 'attack here' button.



Targeting with siege equipment allows you to designate an attack radius. A target marker will appear to show the area the unit will attack. This type of attack is very useful for attacking units behind castle walls.

Engineers

Engineers will pour oil on attackers as they approach. You can also choose to pour the oil manually.

They are also needed in order to operate siege engines.



If your castle is under attack and they are not assigned another duty, engineers will attempt to repair your walls.

Tunnelling

With the tunnel entrance selected you can use the 'set target' button and select the wall or tower you wish to destroy and your engineers will start digging and eventually (if the tunnel workings are not lost first) undermine and destroy the selected target.



TIP: Section 6.10 covers tunnel digging in more detail.

Firing Cows

Catapults and trebuchets also have a launch cow button available on certain missions as long as you have a supply of cattle from dairy farms to fire (shown by the number on the icon).

Retiring Troops



To retire a unit, select it then click on the disband button in the units control box. The unit will turn back into a peasant and go to the keep until work is assigned.

Attacking Units with your Lord



Normally your Lord will go about his daily duties automatically, accumulating honour through feasting etc. However at any time you can select and move him, thereby putting him under your direct control, like any other combat unit. To send him back to honour producing peace duties, select the 'Castle duties' icon on his panel.

4.7 MAP BOOKMARKS

CTRL + ALT + 0 to 9: Pressing CTRL & ALT & 0 to 9 creates a bookmark of the current location on the map. Press ALT and the appropriate number to return to this location.

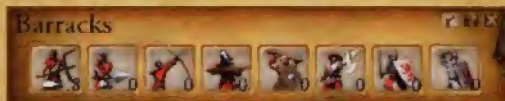
4.8 BARRACKS & AVAILABLE UNITS

This is where you train your troops (See section 2.11)



To place a Barracks, click on the Barracks icon in the Military panel then click on the map.

Clicking on the barracks will display the barracks panel.



To find out which weapons are required to build a military unit, move your mouse pointer over each of the troop types. The required weapons and amount of gold needed to create that troop type is displayed.

To build troops you will need to have peasants, weapons and gold available. Left clicking on a troop type will hire and train it. Your troops will immediately transform from a peasant and walk to the barracks or form up point if one is set. Troops are not considered part of your workforce so do not require additional housing. The gold paid for them is used to buy their food while in your service therefore they do not receive rations from the granary.



ARCHER

These are your standard long-range troops. Their lack of armour makes them one of the quickest units in the game but in hand-to-hand combat, archers are virtually useless. They have a long firing range and are very effective against units that don't wear any armour; units with metal armour present more of a challenge to them however.

Created From:	Barracks
Required Weapon:	Bow
Cost in Gold:	Low
Armour:	None
Speed:	Fast
Shot Range:	Long Range
Hand to hand combat:	Poor
Effective against:	Units with no armour.



ARMED PEASANT

Your peasants can now rise up against the enemy armed with a pitchfork; unfortunately they have had no military training and are extremely weak. Good for finding where the enemy has placed tricks and traps.

Created From:	Barracks
Required Weapon:	None
Cost in Gold:	Very Low
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Poor
Effective against:	Rabbits?



CROSSBOWMEN

These units are slower to move and reload and have a much shorter range than archers. They are however very accurate and their deadly bolts can easily penetrate metal armour making them excellent medium range missile troops.

Created From:	Barracks
Required Resources:	Crossbow, Leather armour
Cost in Gold:	Medium
Armour:	Medium
Speed:	Medium
Shot Range:	Medium
Hand to hand combat:	Poor
Effective against:	Units with metal armour.



KNIGHTS

Knights are very special troops and in a fight they are almost comparable to a Lord. They are extremely strong and can easily kill a swordsman.

Created From:	Barracks
Required Weapons:	Sword, Metal Armour
Cost in Gold:	Very High
Armour:	Metal
Speed:	Slow on foot, fast on horse
Shot Range:	n/a
Hand to hand combat:	Excellent
Effective against:	All units.



MACEMEN

These thuggish brutes are quick and deal out a lot of damage, making them ideal assault troops. They are not heavily armoured however and are very susceptible to missile fire.

Created From:	Barracks
Required Resources:	Mace, Leather Armour
Cost in Gold:	Medium
Armour:	Light
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Good
Effective against:	Lightly armoured units



PIKEMEN

Their heavy pike and metal armour make Pikemen quite slow to move but also make them the ultimate defensive unit. They are able to take a lot of damage and are ideal for blocking access to areas of the castle. Pikemen are ideal for digging moats while under fire.

Created From:	Barracks
Required Resources:	Pike, Plate Armour
Cost in Gold:	Medium
Armour:	Metal
Speed:	Medium
Shot Range:	n/a
Hand to hand combat:	Good defence, poor offence
Effective against:	Armoured Units.



SPEARMEN

These are one of the first melee troops you have access to and are relatively cheap to produce. Having no armour makes them quicker than most troops and they prove useful for pushing ladders off of walls and digging moats.

Created From:	Barracks
Required Weapon:	Spear
Cost in Gold:	Low
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Poor
Effective against:	Weak units.



SWORDSMEN

These are elite men at arms. Their heavy armour makes them very slow but when they reach their target they prove devastating. They have both great offensive and defensive capabilities.

Created From:	Barracks
Required Weapons:	Sword, Metal Armour
Cost in Gold:	High
Armour:	Metal
Speed:	Slow
Shot Range:	n/a
Hand to hand combat:	Excellent
Effective against:	All units apart from Knights

4.9 MERCENARY POST & AVAILABLE UNITS

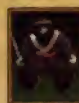
Mercenary Posts are used to buy specialist mercenary units not available in the Barracks. Mercenary units are more expensive than standard troop types but you do not have to have weapons in your armoury to hire them.



To place a Mercenary Post click the Mercenary Post icon in the Military panel then click on the map.



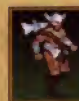
TIP: To hire mercenaries you must have peasants available.



ASSASSINS

These units can use a grappling hook to climb up enemy walls and are invisible to the enemy at medium to long distances. Great for special missions such as capturing an enemy gatehouse.

Created From:	Mercenary Post
Required Weapons:	n/a
Cost in Gold:	Medium
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Good



AXE THROWER

The Viking Axe Thrower has a limitless supply of axes to throw. He has only a short range but inflicts grievous wounds on his enemy.

Created From:	Mercenary Post
Required Weapons:	n/a
Cost in Gold:	Very High
Armour:	None
Speed:	Fast
Shot Range:	Short
Hand to hand combat:	Poor



BERSERKER

These very strong warriors enjoy battle and swing a very powerful axe. Vulnerable to missile troops they have the biggest charge bonus in the game and their first contact with an enemy is devastating.

Created From:	Mercenary Post
Required Weapons:	n/a
Cost in Gold:	High
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Excellent



HORSE ARCHERS

These fast moving mounted archers are a major thorn in the European's soldiers side. Their ability to fire while on the move allows them to run circles around the opposition.

Created From:	Mercenary Post
Required Weapons:	n/a
Cost in Gold:	High
Armour:	Poor
Speed:	Fast
Shot Range:	Long
Hand to hand combat:	Poor



LIGHT CALVARY (HOBELAR)

Born into the saddle, he is a skilled rider! With reasonable armour he attacks with his long spear. The fastest unit in the game, the Hobelar, is an expert at running down siege equipment and missile infantry.

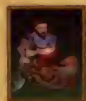
Created From:	Mercenary Post
Required Weapons:	n/a
Cost in Gold:	Low
Armour:	Medium
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Medium



OUTLAW

The Outlaw is armed with a sword and a javelin, which he will throw it at his foe before closing to do battle. Once thrown it takes a short 'recharge' time before he can throw it again.

Created From:	Mercenary Post
Required Weapons:	n/a
Cost in Gold:	High
Armour:	Light
Speed:	Fast
Shot Range:	Medium
Hand to hand combat:	Poor



PICTISH BOAT WARRIOR

This is a truly unique unit who can make his way across water using his own boat (or coracle) that he carries on his back. These wild men are excellent for surprise attacks to the back of an area that was previously thought secure.

Created From:	Mercenary Post
Required Weapons:	n/a
Cost in Gold:	Low
Armour:	None
Speed:	Medium
Shot Range:	n/a
Hand to hand combat:	Poor



THIEF

The Thief prefers to remain out of sight but is armed with a duelling sword if needed. The thief can be sent to an enemy's treasury and will appear to the enemy as one of his farmers. Once there he will start to steal gold from the enemy and transfer it to his masters. To attack a thief an enemy must click on him and press the 'uncover' button. Thieves can be spotted by guards and will show their true nature when they walk near them. You should also watch out for unusual activity from your farmers!

Created From:	Mercenary Post
Required Weapons:	n/a
Cost in Gold:	Very Low
Armour:	Light
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Good
Other uses:	Stealing from the enemy

4.10 MONASTERY & AVAILABLE UNITS

A monk's skill does not stop at illuminated manuscripts, they are also good fighters.



To place a Monastery, click on the Monastery icon in the Civilian panel then click on the map.



FIGHTING MONK

These are tough individuals to say the least. They are fairly fast and fight with a quarterstaff. Only really let down by their lack of armour

Created From:	Monastery
Required Weapons:	n/a
Cost in Gold:	Low
Armour:	None
Speed:	Medium
Shot Range:	n/a
Hand to hand combat:	Medium



WARRIOR MONK

These mysterious monks train in secret to defend their religion. They are armoured and well trained at fighting with a sword and shield.

Created From:	Monastery
Required Weapons:	n/a
Cost in Gold:	Medium
Armour:	Medium
Speed:	Medium
Shot Range:	n/a
Hand to hand combat:	Medium

4.11 ENGINEERS GUILD & AVAILABLE UNITS

Engineers are required to man siege equipment, repair the walls and pour boiling oil. Laddermen are also recruited through the Engineer's Guild.



To place an Engineer's Guild click on the Engineer's Guild icon in the Military panel then click on the map.



ENGINEERS

These are perhaps the most versatile and useful unit in the game. They are required to build and man all of your siege equipment in and out of the castle. These units are trained in the engineer's guild.

Created From:	Engineers Guild
Required Weapons:	n/a
Cost in Gold:	Medium
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	n/a
Effective against:	None



LADDERMEN

If you can't bring a wall down then these units will allow you to go over the top. Laddermen are cheap to produce but very vulnerable so need to be deployed quickly. Once a ladderman has placed his ladder he can return to a siege camp and get another one.

Created From:	Engineers Guild
Required Weapons:	n/a
Cost in Gold:	Very Low
Armour:	None
Speed:	Fast
Shot Range:	n/a
Hand to hand combat:	Poor
Effective against:	None

It is also possible to make Catapults and Fire Ballistae in the Engineers Guild.

5. DEFENDING YOUR PEOPLE

This section will take you through the various ways you can defend that which you have built.

5.1 THE GATEHOUSES

The gatehouse should be one of your first considerations when piecing together your castle defences. Once your walls are built your workers will need a gatehouse to get in and out of the castle.

To build a gatehouse, click on the Castle Structure icon and click on the gatehouse of your choice, rotate the gatehouse if necessary before placing it.

Gatehouse Types



Wooden Gatehouse - A set of wooden doors quite a weak defence. Requires 20 wood to build.



Small Gatehouse - Small and weak entry point, ideal for using to defend your inner walls, not recommend for the outer walls of a large castle. Requires 15 stone to build.



Medium Gatehouse - A standard castle gatehouse, fairly strong stone gatehouse but without a drawbridge. Good for outer walls without moats. Requires 30 stone to build.



Large Gatehouse - The strongest and most imposing stone gatehouse with a drawbridge. This gatehouse is expensive and bulky but is good for the ultimate strong entrance point and for use with moat defence. Requires 50 stone to build.



Sally Port - This is a secret entrance that looks like wall to enemies but the bricked up exit can be smashed away to reveal a door. This is very useful to use as an escape route if your castle is falling down around you or for launching a surprise attack on unsuspecting enemies. Requires 20 stone to build.

If a gatehouse has been damaged it can be repaired by clicking on the gatehouse and selecting the repair button.



TIP: Always ensure that you have troops defending your gatehouses! If enemy units manage to get on top of your gatehouse they will capture it and it will automatically open. You will have to recapture the gatehouse by removing all enemy troops from your gatehouse, before you will be able to close it again.

5.2 BUILDING WALLS

Walls can be placed by clicking on the castle structure panel and clicking on the wall you wish to place. Move the cursor to the main game screen, hold the left mouse button and then slowly drag the mouse. The amounts of wood or stone the wall will use is displayed and if you have enough wood or stone in your stockpile, the wall will appear in the main display. The wall will finally be placed only when the left mouse button is released.



When placing walls, if any piece of the wall is not in a valid building location, the invalid section(s) will turn red.

Wall Types



Wooden Wall - A wooden wall requires one wood per piece of wall.

Unlike their stronger stone counterparts, wooden walls can be smashed to pieces by enemy troops, so at best they may only delay an advancing siege force. They are very cheap and effective at dealing with minor problems such as outlaws and wolves however.



Stone Single Wall - Single thickness walls require one stone per piece of wall. A single thickness wall will prevent access by foot soldiers but will have a limited effectiveness against siege equipment such as catapults.



Stone Double Wall - Double thickness walls require two pieces of stone per piece of wall. Stronger than single thickness walls and providing the benefit of crenels on both sides.



Stone Triple Wall - Triple thickness walls require three pieces of stone per piece of wall. A really thick wall that will soak up a lot more damage from attacking siege equipment.



TIP: Walls can be built to any thickness, and even thicker walls can be created by using a layering technique.

Stone walls cannot be attacked by troops but are vulnerable to siege equipment and tunnels. Walls can be scaled by certain troops and by using ladders or siege towers. Like all castle structures, walls cannot be built outside of your Castle estate.

5.3 TOWERS

Towers are located on the castle structure panel. Towers are impervious to attacking troops, ladders and scaling troops. They can also withstand far more damage than walls. Troops can enter towers via the built in door at the base, so make sure that you place this access door *inside* your castle! They can also be accessed from the walls at their mid level point. Troops can be stationed on the wooden shooting platforms on the inside of some of the large towers. When standing on these platforms they are impervious to missile fire from outside of the tower. Towers also give your missile units further firing range and provide all units with a defensive advantage against enemy missile troops.

Some of the towers can be used to mount defensive siege equipment. As with gatehouses, towers can be captured allowing you to garrison troops inside them. If a tower has been damaged it can be repaired by clicking on and selecting the repair button (provided you have enough stone).

Types of Towers



Wooden Platform - Provides a simple and cheap wooden platform giving access to wooden walls but it is weak



Lookout Tower - Provides a good viewing platform but is weak, has no arrow slits and cannot hold siege equipment.



Short Round Tower - A fairly strong round tower but contains no arrow slits.



Square Tower - The strongest square towers, which can hold siege equipment and has one arrow slit.



Tall Round Tower - A pretty strong round tower containing two arrow slits.



Great Tower - The strongest tower, it is also taller and wider than all other towers. This tower provides an excellent defence as it also holds siege equipment, has four arrow slits.



Horded Square Tower - Provides even more defence for troops on top of the tower but cannot hold siege equipment. If the hoarding is burnt off it will revert to a square tower.



Tall Hoarded Round Tower - Provides even more defence for troops on top of the tower but cannot hold siege equipment. If the hoarding is burnt off, it will revert to a tall round tower.

5.4 PLACING STAIRS

In order allow troops to have access to the top of walls or buildings, there must be stairs connected to them (Unless they have access through a gatehouse or tower). Stairs can be accessed by clicking on the castle structures button and must be attached to your walls.



Wooden Platform



Stone Staircase

5.5 TRAPS

There are a number of traps available which are invisible to the enemy until the last minute when it's too late to avoid them. Used wisely these deadly traps can sometimes turn a hopeless situation around.



Man Traps - These add to the defence of your castle and cannot be seen by the enemy. Mantraps will kill most units outright but not all.



Killing Pits - The killing pit is a covered pit with sharpened stakes at the bottom. Killing pits are visible and harmless to your people but invisible to the enemy who fall to their deaths inside them. Killing pits will only open when a certain weight is on them, this could be a heavily armoured knight or several lighter ladder men.



Pitch Ditches: Archers with access to walls, tower or gatehouse that contain a brazier can shoot flaming arrows. When these flaming arrows contact pitch ditches, the ditches burst into flames causing considerable damage to any units standing in the pitch. Pitch ditches are invisible to the enemy until lit and are created with pitch from your stockpile.

5.6 WAR HOUNDS



War hounds are automatically released when the enemy gets closed to them. Unfortunately, the slavering hounds are completely uncontrollable and will attack anything in sight. So be careful not to open them close to your own people.

5.7 PLACING MOATS & FILLING IN MOATS



To place a moat, click on the moat icon in the military panel.

A moat can be placed around the castle to provide an obstacle to invading armies for a cost in gold. Enemies must then spend time filling in the moats to gain access to the castle. This provides defenders with valuable time to attack with the full range of castle defences.



TIP: The large stone gatehouse with the drawbridge can be used to cross the moat. This allows your people access across the moat and the drawbridge can be raised in times of siege.

Military units can be ordered to fill in moats. To do this select a group of units then click on the moat when you see the shovel pointer appear. They will walk to the moat and start filling it in. Note you may want to employ a 'Cat' (See section 6.7) here to provide some protection for your diggers.

5.8 MOUNTED SIEGE EQUIPMENT

Mangonels & Ballistae can be placed on top of towers to protect your castle.

Mounted siege equipment can be built from the Military panel.



Mangonels - These throw out a spray of rocks and are devastating against infantry; they may however damage your own towers and buildings as they are very inaccurate.



Ballistae - These are very accurate and shoot a deadly bolt. They are most effective against enemy siege equipment and heavily armoured troops.

5.9 BOILING OIL

Boiling oil is an awesome defence against besieging units. To use boiling oil you must have an oil smelter placed and engineers available to man the oil pots.



To place the Oil Smelter, click on the Oil Smelter icon in the Military panel then click on the map.

To equip an engineer with a pot of boiling oil you must have an engineer's guild placed. Engineers are automatically assigned to boiling oil duty if you have pitch in your stockpile and peasants around your keep. The first engineer assigned has the job of keeping the smelter filled with pitch and filling up the boiling oil pots of other engineers. The next three engineers automatically assigned to the smelter will receive pots of boiling oil, which they can now use against attackers! After pouring their oil, engineers will automatically refill their pots and move back to their assigned position.

5.10 BURNING LOGS

Burning logs are a truly devastating weapon. When unleashed a number of burning logs are sent rolling into the path of the enemy.



To place burning logs click on the Burning Logs icon in the Military panel then click on the wall you wish to attach them to.

Burning logs must be placed on walls. You can rotate the position the burning logs are facing if you wish.

When you wish to release the burning logs left click on them and press release. Logs will then be automatically replenished after a period of time.

5.11 STONE TIPPERS.

Stone tippers are a useful short range weapon when the enemy is at your walls.



To place a Stone Tipper, click on the Stone Tipper icon from the Military panel then click on the wall you wish to attach them to.

Stone Tippers must be placed on walls. You can rotate the position of the Stone Tippers if you wish.

When you wish to release the stones, left click on them and press release. The stones will then be automatically replenished after a period of time.

5.12 ROCK THROWERS



To place a Rock Thrower, click on the Rock Thrower icon in the Military panel then click on the wall you wish to place it on.

Any unit, which doesn't already have a range attack, can use this to throw rocks at the approaching enemy. The range is limited but in times of siege it is better than nothing!

5.13 BRAZIER

Braziers are used by archers to fire flaming arrows.



To place a Brazier, click on the Brazier icon in the Military panel then click on the wall, tower or gatehouse you wish to place it on.

If an archer is standing close to a Brazier he will light his arrow before firing. This is essential for lighting pitch ditches.

5.14 ARROW SLITS



Some towers contain arrow slits inside the tower. These arrows slits have an accompanying wooden platform for missile units to stand on. The numbers of platforms available vary depending on the tower type.

When sent to the inside of towers, missile units will automatically try and stand on these platforms and fire through the arrow slits. While using arrow slits, missile units are impervious to missile fire coming from outside of the tower.

6. SIEGE WARFARE

This chapter will help you to master forcibly entering or destroying someone else's castle!

6.1 SIEGE EQUIPMENT OVERVIEW

In order to get your siege engines up and running, you first need an engineer's guild to provide engineers to man the equipment. A siege camp is needed in order to build the equipment itself.



To place an Engineer's Guild, click on the Engineer's Guild icon in the Military panel then click on the map.



To place a Siege camp, click on the Siege Camp icon in the Military panel then click on the map.



Left click on the Siege Camp to open the Siege Equipment panel.



To build siege equipment click on the appropriate button. The siege equipment will then be built at the Siege camp.

In order to build siege equipment you need resources, gold and available peasants (who will be turned into engineers).

It is also possible to create Laddermen in the Siege Camp.

6.2 BATTERING RAMS



Battering rams are slow but can take a lot of damage and are the best weapon for smashing through an enemy gatehouse. Each battering ram requires 4 siege engineers to man it before it will become operational.

6.3 SIEGE TOWERS



You can choose to build either a large or small siege towers both of which allow troops to be based on top of them while the siege tower is being moved by the oxen underneath it. To use a siege tower, click on it and then select an enemy wall. Once it is close enough, the tower will dock and a gangplank will drop onto the enemies' wall. Once the gangplank is in place, units will be able to climb up through the siege tower onto enemy walls. Each siege tower requires 4 siege engineers to man before they become operational. The large siege tower can also have missile troops stationed on its upper level giving them better range and protection.

6.4 CATAPULTS



These siege machines allow you to demolish enemy structures from a distance. Catapults are mobile, fairly accurate, have a medium range and do a medium amount of damage. They fire with a low trajectory so are good for precision attacks to take out enemy structures. Catapults can also fire diseased cattle into an enemy castle to spread the plague. To do this select the fire cow button from the catapult menu then select a target. Each catapult requires 2 siege engineers to man it before it will become operational.

6.5 TREBUCHETS



Trebuchets are awesome siege machines for knocking down castle structures. Trebuchets are packed away until they are moved into position and once built these huge machines, stay in a fixed position. They lack the accuracy of catapults but have a very long range and do a large amount of damage when they hit enemy structures. Trebuchets fire with a high arc, so are ideal for firing over castle walls. As with catapults you can fire diseased cattle into enemy castles to spread disease. Each trebuchet requires 3 siege engineers to man before it becomes operational.

6.6 FIRE BALLISTA



Fire Ballistae are exceptionally accurate and superb against enemy units. The flaming bolts they fire can also be devastating to the enemy's wooden buildings which can be set alight. They do no damage to stone structures.

6.7 CAT



The Cat is a great way to protect large numbers of troops from arrows and bolts. Each cat requires 4 engineers to operate. They are very useful for protection of troops that are filling in an enemies moat for example.

6.8 MANTLET



A mantlet is good for protecting your infantry from volleys of arrows and bolts but is very weak against infantry attacks. It will absorb any missile fire within a short radius of itself. Each mantlet requires 1 siege engineer to man it before it will become operational.

6.9 BURNING CART



A cart filled with dry hay and pitch. This is pushed along by two siege engineers who will light the hay and push it into enemy buildings or troops, setting the target on fire and generally causing havoc.

6.10 DIGGING TUNNELS



Tunnels can be used to target enemy walls or towers from distance. When you place a tunnel entrance engineers will man it automatically. To dig a tunnel click on the tunnel entrance and select Set Target. Click on a wall or tower for the engineers to dig a tunnel under and destroy. You can manually assign more engineers to tunnelling duty by clicking on the tunnel entrance and selecting Add Engineer.

7. MULTIPLAYER

There are two ways to play a multiplayer game of **STRONGHOLD 2**, online or over a Local Area Network.

7.1 ONLINE (VIA GameSpy)

Online is the easiest way to play a multiplayer game of **STRONGHOLD 2** over the Internet. When you enter the Online game selection screen you will see a list of **STRONGHOLD 2** games currently being hosted.

Hosting - To host a game simply enter the name of the game in the Host Name box and click Host.

Joining - Highlight the hosted game you wish to play and click Join. You can only join games which are currently waiting for players.

Refresh - To refresh the list of hosted games click the Refresh button.

7.2 LOCAL NETWORK (DIRECT CONNECTION)

Local Network allows you to host and join games over a Local Area Network. When you enter the Local Network game selection screen you will see a list of **STRONGHOLD 2** games currently being hosted on your network.

Hosting - To host a game simply enter the name of the game in the Host Name box and click Host.

Joining - Highlight the hosted game you wish to play and click Join. You can only join games which are currently waiting for players.

Refresh - To refresh the list of hosted games click the Refresh button.

Search - You can search for a specific IP address by entering the IP address in the search box and clicking the Refresh button.

7.3 MULTIPLAYER LOBBY

As the host you select the map and game settings the multiplayer game will use. If some of the maps are 'greyed out', this means that either you have too many players to play the selected map or one of the players doesn't have the selected map.

If you join a game all you need to do is click on the shield in the bottom right hand corner to indicate when you are ready to play.

Change Starting Level



Start at Freeman rank with 100 gold



Start at Knight rank with 500 gold



Start at Baron rank with 1000 gold



Start at Duke rank with 10000 gold

Player Selection Settings



Add AI players to the game



Randomise starting estates



Team selection



Kick players from the game



Change the balance of gold allocated to human players and AI players at the start of the game

Ready Shield



Click on the shield in the bottom right hand corner to indicate to other players if you are ready to play the game.

When everyone is ready, the host will click on 'Launch' and the game will begin.

8. THE EDITOR

8.1 SCENARIO EDITOR

There are two types of scenario you can create: Campaign or Skirmish.

Campaign - A campaign map allows you create a series of missions, which are linked to create a campaign chapter.

Skirmish - A skirmish map is a single map that allows you to fight against AI players or can be played as a multiplayer map.

8.2 CREATING CAMPAIGNS

Clicking on campaign map button brings up the campaign options.

The main window consists of the date box, mini-map, mission panel and the player placement icons. Before starting a campaign chapter you must set the month and year in which the chapter will start. The default date is January 1066.

The mission panel is where all the missions within the campaign are displayed. Clicking on a mission will take you to the event screen where you can create scheduled events during the mission.

The player placement icons allow you to assign Lords to estates after you have created them in the map editor.

To access the map editor click the Edit button.

Missions

To create a new mission, click the Add New Mission button.

To edit an existing mission, click on the mission in the mission panel.

Events: The main area of the screen displays the list of events scheduled to occur in the mission. To create a new event, click on the Add New Event button. Events include setting win and lose conditions, creating invasions and scheduling events. All events can be timed by setting the month they should occur.

STARTING GOODS - This screen allows you to set the amount of food and resources you start with at the beginning of a map.

BUILDING AVAILABILITY - This screen allows you to determine which buildings are available during the mission.

TRADER - The trader screen allows you to set which goods can be traded in the market during the mission.

POPULARITY - Here you can set the popularity level of your Lord at the beginning of the mission.

GOLD - This allows you to set the amount of gold in your treasury at the start of the game.

To delete an event highlight the event and click delete.

Click Finish Editing when you are happy with the mission events.

8.3 CREATING SKIRMISH MAPS

Creating skirmish maps is similar to creating a campaign chapter except that you do not have to can not enter missions or events. A skirmish map is just one map played against AI opponents in Kingmaker mode or other human players in Multiplayer.

To access the map editor click the Edit button.

8.4 THE MAP EDITOR

The map editor is a very powerful tool, which allows you to terraform the landscape, place buildings, walls and troops and mark out estates.

The editor is split into two categories: Landscape and Castle Building.

General Tools



Brush Size - You can change the size of the placement cursor by clicking on the brush size buttons. This is especially useful when placing large areas of grass or trees.



Grid - This draws a grid on the terrain to help with judging distances.



Delete - Most panels have a delete button. Click on the button to enable deletion mode. Click on the button again to return to placement mode.

Castle Building Tools



To access the castle editor options click on the Castle button.

The castle editor options work in exactly the same way as the main **STRONGHOLD 2** game. To place a building, click on the appropriate icon and place it on the game world. In the editor however you can also place military units.



The military units panel allows you to place troops, mercenaries, engineers and siege equipment on the map. You can place military units of varying colours by clicking the coloured shields.

Landscape Tools



To access the landscape editor options click on the landscape button.



Land Height - Allows you to adjust the height of the land to create hills, cliffs and valleys.



Ground Texture - Allows you to change the look of the land by applying new textures to the terrain.



Rocks - Allows you to place rocks and boulders.



Trees and Shrubs - Allows you to place individual trees, forests and shrubs on the landscape.



Water - Allows you to place rivers, seas, marshland and bridges and change the direction in which water flows.



Animals - Allows you an assortment of animals in the game ranging from small rabbits to large whales!



Estates - Allows you to divide the land up into different coloured estates. Inside the Estates panel there are also some special editor buttons.



Keep Placement - Allows you to mark an area of an estate where the keep will appear.



Village Placement - Allows you to mark an area of an estate where a village will appear.



Invasion Marker - Allows you to place a marker where scheduled invasions (created in the events section of the Scenario Editor) enter the map.

After you have finished editing a map click on the exit button to return to the scenario editor.

8.5 SAVING SCENARIOS

To save a scenario (including edited map) click on the save button and give it a name. Scenarios are saved to the maps folder where STRONGHOLD 2 was installed. The save maps ends with the extension .s2m.

8.6 LOADING SCENARIOS

To load a scenario click on the load scenario button and select your map.

9. WHAT'S NEW IN STRONGHOLD 2

If you played the original **STRONGHOLD** you will notice many things have changed in **STRONGHOLD 2**. This is a list of the main changes:

New 3D Engine - As you can see the game is now presented in glorious 3D.

New Military Units - Including Armed Peasant, Berserker, Axe Thrower, Assassin (from Crusader), Horse Archer (from Crusader), Light Cavalry (Hobelar), Pictish Boat Warrior, Outlaw, Thief, Warrior Monks

New Civilian Units - Including Chandler, Weaver, Gong Farmer, Falconer, Guards, Gardener, Eel Farmer, Monks, Sheep Farmer, Vintner, Pig Farmer, Healer, Torturers

New Buildings - Including Bee Hives, Carter post, Chandler workshop, Monuments, effigies and shrines, Weavers workshop, Falconer's Lodge, Gong Farmer's, Guard Post's, Gardeners Hut, Monastery, Musician's Guild, Sheep Farm, Pig Farmer, Vineyard, Winery workshop, Eel pond, Treasury, Courthouse (and Dungeon), Lord's Kitchen, Physician's Mansion, Torturers guild, Lady's Bedchamber

Castle Technologies - Including , Burning Logs, Stone Tippers, Stone Throwers, Man Traps and Killing Pits, Arrow Slits, tower hoardings and Sally Ports

Siege Equipment - Large Siege Towers, The Cat, Burning Hay Cart

Formations - Military units can now be placed in formations.

New Campaign Structure - The campaign is now split into a number of chapters. Within the chapters are key objectives which must be completed to win the chapter, lose conditions which must be avoided at all costs and special quests which will earn you bonuses if you complete them.

Honour Points - Honour is a major new system in the game. The Lord earns honour if he performs certain tasks which are worthy of a Lord such as holding grand feasts, hosting jousting tournaments and taking a Lady's hand in marriage. The honour earned from these tasks can be spent on acquiring neutral estates, securing promotions and creating powerful knights.

Knights - Knights have changed since Stronghold. Now they are a very powerful unit, almost as strong as the Lord himself. To create knights you will not only require gold but honour as well.

Estates - The land in **STRONGHOLD 2** is split up into estates. Estates are owned by the Lords in the land. Some estates are not owned by any Lord and these can be purchased using honour.

Scenario Editor - The Scenario Editor now allows you to create campaigns as well as skirmish maps

3D Map Editor - Included in the game is a powerful 3D map editor which allows you to create 3D worlds to be used in your custom built scenarios.



10. THE JESTER'S GUIDE TO PLAYING THE GAME



Q. I cannot make troops in my barracks.

A. To create troops in the barracks ensure you have an armoury placed and have created the correct weapons for the soldier you are trying to make. Also, ensure you have enough gold available and peasants who will be shown sitting around your keep.

Q. I keep getting the message saying that my 'Population is falling'.

A. This problem could be caused by a number of reasons the main ones being: You have not placed a granary or do not have any food available or you are taxing your population at too high of a rate.

Q. I have placed guard posts but criminals are stealing from me.

A. Ensure you have a dungeon placed.

Q. I have placed a dungeon but criminals are stealing from me.

A. This could be because you do not have any guards placed.

Q. I'm having problems getting workers

A. Workers are created from peasants. The amount available to use are shown sitting outside your keep. If you have no peasants then workers will not be created. To solve this problem you may want to try placing more hovels, if you have placed hovels and have no peasants then your popularity could be low. You can boost your popularity by giving your population food from the granary or reducing taxes in the treasury.

Q. I'm running low on wood.

A. Ensure you have placed woodcutters and they have trees nearby to chop down. If you have woodcutters ensure they are not being killed by your enemies. In some missions you may have access to buy wood by placing a market.

Q. My buildings are burning down.

A. Place wells and water pots and make sure you have peasants available to man them.

Q. I'm struggling to build walls.

A. Make sure you have enough stone available in your stockpile. Stone is created from quarries and moved to the stockpile by an Ox, so make sure you not only place a quarry, but an ox tether as well. If you are finding the viewpoint difficult press the Spacebar to see a top down view of the game.

Q. I cannot buy any more resources but I have money.

A. Ensure you have enough stockpiles and space within them and they are not full. You can place additional stockpiles.

Q. I can make spearman, but how do I create pike man?

A. These can be made from the poleturner's workshop by clicking on it and selecting the pike option. The same can be done with archers and crossbowmen.

Q. I have removed all the gong in my castle but the rats don't seem to want to leave.

A. You need to build a falcon post to kill the rats.

Q. My woodcutters are not gathering wood anymore. They are not even moving.

A. It may be that there is no more gatherable wood left on the map. The stockpile may be full. You may have to try selling other resources to buy the wood that you need through the market.

Q. I have a wheat farm and a bakery, but I can't seem to make any bread.

A. You need these and a mill to grind the wheat into flour, which is then used to make the bread by the bakers.

Q. How do I create siege equipment?

A. Ensure you have a siege tent placed and an engineer's guild as engineers are required to man the equipment. Also, ensure you have enough gold available.

11. REFERENCE SECTION

This chapter gives you additional information, which you may find useful in your conquest.

11.1 BUILDINGS IN STRONGHOLD 2



Apothecary - A healer works at the Apothecary who can disperse the clouds of disease that appear over gong piles, and heal the injuries suffered by your Lord in battle.



Apple Farm - The Apple farmer works here gathering apples, which he delivers to the granary.



Armourer's Workshop - The armourer works here forging iron into plate armour.



Armoury - Weapons and armour produced by your workshops are stored here.



Bakery - The baker works here turning flour into bread. Once made, the bread is delivered to the granary.



Barracks - Troops can be trained at this building, as long as you have some free peasants, enough gold and weapons in your armoury.



Bee Hive - These hives produce beeswax collected by the Chandlers and used to make candles.



Blacksmith's Workshop - The blacksmith forges swords and maces from the iron in your stockpile.



Brewery - Ale is brewed here using the hops from your hop farms. The ale can then be distributed via your inns to gain a popularity boost.



Carter Post - The carter post allows goods to be exchanged between player's castles. Your village estates will use carter posts to send you goods.



Chandler's Workshop - Chandlers collect wax from beehives and makes candles that are delivered to the stockpile.



Church - A priest, whose job it is to bless peasants and organise mass, runs the church. He will use candles from your stockpile to hold services in the church.



Courthouse - The courthouse consists of two areas; the dungeon where the guards lock up criminals until their trial and the courthouse where your Judge decides the criminal's fate. The criminal is then sent to the appropriate punishment device to suffer his sentence!



Dairy Farm - The dairy farmer breeds cows that produce cheese for the granary. The cows are also used by the tanner to produce leather armour. The final and more gruesome use of the cow is during sieges, when a diseased cow's carcass can be fired into an enemy castle to spread disease.



Engineer's Guild - This building allows you to recruit engineers and laddermen.



Travelling Fair - The travelling fair is a temporary structure built to accommodate a travelling band of entertainers. Some of your population will gather to watch the show, and you will receive a honour bonus.



Falconer's Post - The falconer uses his many years of training to direct his trusty falcon to catch rats. Without this form of pest control, your castle would soon become overrun which would make you unpopular. Rats will also spread disease around the castle.



Eel Pond - Your worker spends his time baiting hooks and waiting for eels to bite. Once caught, they are taken to the Lords kitchen to be prepared for a feast. Geese found wondering nearby are also caught and taken to the kitchen.



Fletcher's Workshop - The Fletcher crafts wood from your stockpile into bows and crossbows; these are stored in the armoury and used to produce archers or crossbowmen.



Gardeners Hut - Vegetables grown here can be placed in the Lord's Kitchen ready for the next feast.



Guard Post - This is where the guards keep a lookout for any criminals in the castle. Once they have spotted a criminal they will apprehend them and take them to the dungeon.



Gong Pit - Your gong farmer has the unfortunate job of cleaning up the gong left behind by your peasants and animals; lucky he lost his sense of smell long ago! Removing the gong improves the mood around your castle and helps prevent disease spreading amongst your people.



Granary - This is where all the food produced at your farms is stored (except for royal food used in a feast, which is stored in the kitchen pantry). Clicking on this building allows you to change your rationing and food consumption settings.



Hop Farm - Hops are used in the brewery to produce ale, which is served at the Inn. Hops are stored in the stockpile until they are used.



Hovel - Each hovel you place provides space for eight additional peasants in your castle.



Hunter Post - Hunters go out into the wilds to hunt game animals. They bring the animals they shoot back here to butcher into meat, and then deliver the meet to the granary.



Inn - Ale is distributed through inns to give you a large popularity boost. Beware of the effects it can have on your population though, as they are liable to overindulge. Clicking on the inn brings up a panel allowing you to change the rate at which ale is handed out. The more you hand out, the higher the popularity bonus you get and the faster your ale will be distributed.



Iron Mine - Miners in this building extract iron from the ground. Iron is used to forge maces, swords and metal armour and is also needed to build an oil smelter. The Iron mine needs a ox tether to transport the finished iron.



Jousting - The Jousting Arena allows the knights of the land to put on a display of chivalry and bravery for your Lord. Holding a jousting tournament earns a large honour bonus and as the entire village is keen to attend, a big popularity bonus as well.

KEEPS - There are four sizes of keep available in the game:-



Saxon Hall - This is the smallest keep available and is made of wood. Troops cannot be posted on the roof of this keep, only within the great hall, and on the tower. It can house the fewest troops.



Small Keep - This keep is built of stone and is significantly bigger than the Saxon hall. This keep can be defended by many more troops, as the hall, balcony, roof and turret can be garrisoned by troops.



Medium Keep - This keep is a bigger design than that of the small keep, with more room in its hall and on its roof to hold troops. It also comes with four defensive towers that make it a more formidable defensive structure.



Large Keep - This is the ultimate in defensive fortifications, with enormous amounts of space for troops within it. Enemy forces have to fight through the great hall, up stairs to a balcony, through a tower to the roof (that can be filled with huge numbers of defenders and surrounded by 4 massive turrets) and finally over a bridge to the last bastion of defence. Any attack on this keep will cost many lives with no guarantee of success.



Lady's Bedchamber - This is the living quarters for the Lord and Lady and is the only private quarters in the castle. This is where the Lady spends much of her time, making dresses from the weavers' cloth. The rest of her time is divided between bathing, dressing, and spending time with her husband.



Lord's Kitchen - This is where feasts are prepared for the castle, and where the servants who work in the kitchen and the bed chamber live. All the royal food is gathered and stored in the Pantry above the kitchen, and is prepared by the cook. Pages then carry each course over to the great hall in your keep to feed the Lord and his guests. The more courses provided at the feast, the larger the amount of honour gained.



Market - This building allows you to buy and sell commodities.



Mill - Mill boys bring wheat from the stockpile to the mill where it is ground into flour. They then deliver the flour back to the stockpile. Bakeries then use the flour to produce bread.



Mercenary Post - Mercenary troops can be hired from here, providing you have free peasants and enough gold to pay their fee.



Monastery - Monks study here and create manuscripts which they deliver to the keep, giving you honour. Fighting monks can also be created here.



Musicians Guild - This building allows minstrels and jesters to be trained. They entertain your Lord's guest during feasts held in the keep.



Oil Smelter - This creates pots of boiling oil for your engineers to pour on the enemy. The first engineer you assign here will man the smelter, and then three additional engineers will collect pots of oil.



Ox Tether - Oxen carry stone from your quarries or iron from your mines to the stockpile. Placed nearby, they will automatically collect resources and transport them to your stockpile.



Pig Farmer - The pig farmer breeds pigs on the farm and then slaughters them turning them into meat. He then delivers the meat to the royal kitchen for future feasts.



Pitch Ditch - These are trenches filled with flammable pitch. An archer standing close to a brazier can use fire arrows that will be able to ignite it.



Pitch Rig - These can be placed in swampland and extract flammable oil. The pitch can then be used to defend your castle.



Poleturner's Workshop - Your poleturner creates spears and pikes here from the wood in your stockpile.



Punishments - Punishments are used to punish criminals who have been captured and placed in the dungeon. The Judge will then decide in the court

whether the criminal lives or dies and sentence them to the appropriate punishment device (depending whether the torturer is available to perform the punishment).



Sawpit - Your woodcutter works from here, cutting down trees and sawing them into planks, and delivering them to the stockpile by horse-drawn cart. Wood is required in the construction of the majority of buildings.



Sheep Farm - The shepherd tends the flock and shears the sheep. He collects wool from the sheared sheep and takes it to the stockpile for the weaver.



Siege Camp - Siege Camps are where your engineers build siege equipment for besieging enemy castles. Ensure that they are well protected.



Statues - These may be placed by grateful peasants in recognition of how nice their Lord is. They provide a small but constant supply of honour points.



Stone Quarry - Miners extract stone from the earth here. Oxen then deliver the stone to the stockpile. The stone can be used in the construction of your castle buildings, walls and towers.



Stable - Each stable provides a supply of horses, which can then be used by knights to ride on horseback.



Stockpile - All of your resources are stored here. Each stockpile contains eight storage platforms. Additional stockpiles can be placed to increase storage capacity.



Tanner's Workshop - The tanner uses the hides from cows and turns it into leather armour.



Torturer's Guild - This is where the torturers live. They carry out the punishments on criminals. Some punishments do not require their services, some punishments require one torturer and capital punishments need two torturers to operate.



Treasury - The Treasury is where all of your gold is stored. The bailiff also works here and he will occasionally be seen riding out on his cart to collect extra taxes from any outlying estates you may own.



Vineyard - Your farmer works here, tirelessly growing and tending to the grapes. When the grapes are ready they are delivered to the stockpile.



Vintner's Workshop - The Vintner's Workshop is used to make wine from grapes. Wine is stored in the pantry of the Lord's Kitchen.



War Hound Cage - These cages hold a pack of fearsome killer dogs that will attack friend and foe alike. When opened, killer dogs will be released and attack the closest unit or worker.



Water Pot - The well boy carries water from the well to a water pot, making water readily available around the castle in case of fire.



Weaver's Workshop - The weaver takes wool from the stockpile and turns it into cloth. The Lady uses cloth to make dresses.



Well - Water is drawn from wells to put out fires in the castle.



Wheat Farm - Wheat is grown here then taken to the stockpile and used to ground into flour.

11.2 FOOD FLOW CHART



11.3 ROYAL FOOD FLOW CHART



11.4 RESOURCE FLOW CHART



11.5 NON-MILITARY CHARACTERS



BAKER

He bakes bread to help feed your people.

Works at: Bakery

Job: Baking

Uses Resources: Flour

Creates Resources: Bread

Places Resources at: Granary



BLACKSMITH

The blacksmith is usually a quiet and reserved gentleman.

Unfortunately he has a rather short fuse and has a tendency to burst into fits of rage without notice.

Works at: Blacksmiths workshop

Job: Creates sword and mace

Uses Resources: Iron

Creates Resources:

Sword and Mace

Places Resources at: Armoury



BREWER

She brews the ale for your inns. The brewer has a problem focusing and walking straight.

She regularly tastes what she brews and gets into trouble for shouting slurred insults at strangers in the street.

Works at: Brewers workshop

Job: Brewing Ale

Uses Resources: Hops

Creates Resources: Ale Kegs

Places Resources at: Stockpile



CRIMINAL

This rather devious character doesn't wish to work for a living and would rather steal from the granary, taking his chances with the guards and torturers. He can often be found hanging around the dungeons...

Steals From: Granary

Hobbies: Stealing

Captured by: Guard

Escapes at: Hovel



CHANDLER

He sees his work as an art form and takes utmost pride in giving light to everyone.

Works at: Chandler workshop

Job: Making candles

Uses Resources: Wax

Creates Resources: Candles

Places Resources at: Stockpile



CHILDREN

These little scamps run around causing mischief all day.



DROVER

He takes stone and iron from the quarry pile and iron mine, loads it onto his ox then delivers the stone to your main stockpile. The drover is a big softy at heart, spending most of his spare time at rhyme and verse.

Works at: Ox Tether

Job: Moving Ox

Creates Resources: Stone or Iron

Places Resources at: Stockpile



FALCONER

A true professional the falconer will stop at nothing to rid your castle of rats. He loves animals (except rats) and enjoys long walks.

Works at: All round castle

Job: Killing rats



FARMER (APPLE)

These lowly citizens tend to your orchards. They enjoy grumbling about their poor treatment and have a bitter dislike for town folk.

Works at: Orchard

Job: Growing Apples,
Delivering Apples

Creates Resources: Apple

Places Resources: Granary



FARMER (DAIRY)

The Dairy Farmer tends to the cows, turning their milk into cheese. His favourite pastime is complaining about the price of goods at the market.

Works at: Dairy Farm

Job: Tending Cows, Making Cheese

Creates Resources:

Cheese, Cow Hide (For Tanner)

Places Resources at: Granary



FARMER (EEL)

The Eel Farmer spends his time putting out nets to try and catch his slippery prey. He isn't popular around the castle due to the fishy smell, which follows him around.

Works at: Eel Pond

Job: Catching Eel

Creates Resources: Eel

Places Resources at: Lords Kitchen



FARMER (SHEEP)

The sheep farmer spends all his time looking after sheep and ensuring that they produce the highest quality wool. He is well known around the castle for his witty farming stories and hilarious jokes.

Works at: Sheep Farm

Job: Shearing sheep

Creates Resources: Wool

Places Resources at: Stockpile



FARMER (WHEAT)

The Wheat Farmer grows the wheat, which is used to make flour in the mill. He enjoys his job immensely especially when the weather is good.

Works at: Wheat Farm

Job: Growing Wheat,
Delivering Wheat

Creates Resources: Wheat

Places Resources at: Stockpile



FIRE-EATER

The fire-eater is part of the travelling fair and really knows how to captivate the audience with his collection of cunning stunts. He no longer has any body hair due to an unfortunate incident over a brazier.

Works at: Travelling fair

Job: Entertaining



FLETCHER

He crafts bows and crossbows for your troops. The Fletcher regularly invites people around for tea so he can tell them all about his bad leg.

Works at: Fletchers Workshop

Job: Creating Bows and Crossbows

Uses Resources: Wood

Creates Resources:

Bows, Crossbows

Places Resources at: Armoury



GARDENER

The gardener collects the best foods from the ground for the Lord and his noble guests. He is a firm believer in talking to plants and once won top prize in a carrot-growing contest.

Works at: Garden

Job: Collecting Vegetables

Creates Resources: Vegetables

Places Resources at: Lords Kitchen



GONG FARMER

The gong farmer has a happy disposition despite his less than savoury job.

Works at: Gong Pits

Job: Cleaning up gong



GUARD

This dedicated and very fit individual has the patience of a saint and upholds the law.

Guards can be seen running after suspects and throwing them in the dungeon, often with a large smile on their faces.

Works at: Guard Post

Job: Catching thieves



HEALER

He clears up any clouds of disease, produced by piles of gong. The apothecary spends a lot of time creating potions in his mansion and gathering herbs from his gardens.

Works at: Apothecary

Job: Cleaning Disease



HUNTERS

Hunters kill deer for food, taking the meat to your granary. They are rough and ready folk who have a strong appreciation for fine ale.

Works at: Hunters Post

Job: Hunting animals

Creates Resources: Meat (food)

Places Resources at: Granary



INN KEEPER

He distributes ale among your workers. The innkeeper is a jolly red-faced gent who has his

thumb on the pulse of the castle and knows about all the latest fads.

Works at: Inn

Job: Collecting Ale, Serving Customers

Uses Resources: Ale Kegs



IRON MINERS

They work long hour's underground, smelting and delivering iron. Iron miners are

cold-hearted individuals with a bleak outlook on life and it can prove difficult to break through their hardened exteriors.

Works at: Iron Mine

Job: Cutting Iron

Creates Resources: Iron

Places Resources at: Ox Tether



JESTER

The jester runs around your castle teasing people whilst doing acrobatics so has a very

short life expectancy.

Works at: Castle

Job: Entertaining



JUGGLER

He comes to your castle with the travelling fair to entertain your people. The juggler is a skittish

character that finds it impossible to sit still for two minutes and has a fear of commitment.

Works at: Travelling fair

Job: Entertaining Crowds

Provides: Honour



LADY

Although she has the good of the castle at heart, she can come across as a little bossy. She used

to live in a luxurious manor house with her father and now complains profusely about the squalid conditions she is forced to live in.

Lives in: Lady's Bedchamber

Job: Making Dresses

Uses Resources: Cloth

Creates Resources: Dresses

Places Resources at:

Lady's Bedchamber



LORD

His Lordship is the most important person in the castle.

He is an absolutely deadly fighter as well as the master of all he surveys. Should he fall in combat the game will be lost.

Lives in: Keep

Job: Managing Castle



LORD'S COOK

A round lady that loves to cook food and smack the hands of those that would try to taste the

Lord's delicacies before they are ready.

Works in: Lords Kitchen

Job: Cooking royal food

Uses Resources: Eel, pigs, geese, vegetables and wine

Creates Resources:

Food for a feast

Places Resources at: Keep



MILL BOYS

These young lads rush wheat to your mill, hastily grind it up then quickly deliver the flour. Mill boys seem to have an endless supply of energy.

Works at: Mill

Job: Grinding Wheat

Uses Resources: Wheat

Creates Resources: Flour

Places Resources at: Stockpile



MOTHER & BABY

They appear when a hovel is placed. The mother is responsible for keeping the baby happy and making the house neat and tidy whereas the baby cries and makes a mess.

Lives in: Hovel

Job: Looking after baby



PAGE

Pages are all too happy to serve, whether it is carrying food to the feast or delivering cloth to her Ladyship. He secretly has a crush on the fair maiden and often blushes when he's around her.

Works at: Lords Kitchen

Job: Catering for Lord and Lady

Resources:

Transports Food and Cloth

Places Resources at: Lords table and Lady's Bedchamber



PEASANTS

They spend their days sitting outside the keep and chatting, hoping to be given work.



PITCH DIGGERS

These people extract pitch from the surrounding marshland.

Unfortunately, working in this environment has had an adverse effect on their sense of smell so pitch workers have an even bigger personal hygiene problem than your average medieval citizen.

Works at: Pitch Rig

Job: Collecting Pitch

Creates Resources: Pitch

Places Resources at: Stockpile



POLETURNER

The poleturner spends his days contemplating the meaning behind a spinning piece of wood and comes across as a subdued introvert but is in fact the wisest character in the game.

Works at: Poleturners Workshop

Job: Creating spears and pikes for your troops.

Uses Resources: Wood

Creates Resources:

Spears and Pikes

Places Resources at: Armoury



PRIEST

Priests are highly dedicated to the higher power and can often be seen collecting candles while chatting with the local population. He also enjoys carrying out mass and visiting the inn.

Works at: Church

Job: Carrying out mass

Uses Resources: Candles

Places Resources at: Church



STONE MASONS

They work in the quarry cutting and carving stone. Some say they have their own mysterious

society where masons indulge in a sacred ritual known as trouser leg rolling.

Works at: Stone Masons

Job: Cutting Stone

Creates Resources: Stone

Places Resources at: Ox Tether



TANNER

She is a strong willed woman and has no problem dispatching your cows then sewing them

into attractive leather garments for you soldiers to wear. The tanner has an abrasive manner about her, which is coupled with an exceptionally dominant personality.

Works at: Tanners Workshop

Job: Killing Cows, Creating Leather Armour

Uses Resources: Cow

Creates Resources:

Leather Armour

Places Resources at: Armoury



TORTURER

They are a rather hideous group of individuals who find enjoyment from inflicting pain on others. 'Normal' people would find it hard to converse with them but they like to discuss their day's work in the torturer's guild.

Works at: Torturers Guild

Job: Executions

Hobbies: Inflicting Pain



TREASURER

The treasurer has been accused of enjoying his job too much on more than one occasion, but

always claims that this is just professionalism. He is responsible for collecting taxes to fund the expansion of the castle.

Works at: Treasury

Job: Collecting taxes



WEAVER

The weaver enjoys it when people drop by to gossip with her while she works at making

fine cloth for the lady to use.

Works at: Weavers workshop

Job: Creating cloth

Uses Resources: Wool

Creates Resources: Cloth

Places Resources at: Stockpile



WOODCUTTER

They cut down trees and then saw them into wood before placing them in the cart to be taken to the stockpile.

Works at: Sawpit

Job: Chopping down trees, sawing wood, delivering wood.

Uses Resources: Trees

Creates Resources: Wood

Places Resources at: Stockpile

12. CREDITS

FIREFLY STUDIOS

Game Design

Simon Bradbury

Executive Producer

Eric Ouellette

Associate Producer

Paul Harris

Game Programming

Andrew Prime

Will Wilson

Bob Kang

Graphics

Programming

Andrew McNab

Additional Graphics & FX Programming

Warrick Buchanan

Multiplayer

Programming

Will Wilson

Additional Game

Programming

Simon Bradbury

Mini Game

Programming

Phil Busittil

Lead Artist

Darren White

Artists

Robert Thornely

Jorge Cameo

Jason Juta

Sound design and original score composed by

Robert L. Euvino

Quality Assurance Manager

Darren Thompson

Firefly Testing

Phil Busittil

Casimir C. Windsor

Paul Ord

Stephen Pomphrey

Additional Design

Eric Ouellette

Casimir C. Windsor

Game Research

Darren Thompson

Casimir C. Windsor

Scenario Design

Simon Bradbury

Scenario Creators

Simon Bradbury

Eric Ouellette

Paul Harris

Darren Thompson

Phil Busittil

Casimir C. Windsor

Paul Ord

Stephen Pomphrey

Manual Writer

Darren Thompson

Narrative

Simon Bradbury

Casimir C. Windsor

Speech Writing

Simon Bradbury

Casimir C. Windsor

Voice Casting and Direction

Robert L. Euvino

Simon Bradbury

Eric Ouellette

Voice Actors (UK)

Anthony Mulligan

Chris Kent

John Tearney

Gerry Kersey

Luis Soto

Raymond Greenoaken

Voice Actors (US)

Jason Downs

Ian Worpole

John Froude

Chris Karczmar

Nicole Quinn

Graham Blackburn

Lori Wilner

Paul Duffy

Robert Euvino
Pat Bottino
Malcolm Cecil
David Rosenbaum
Clinton Graybill
Corbin Neuhauser
Luke Froude

**A very special
thank you to
(for the wonderful and
authentic musical
performances and
contributions)**

Ian Worpole (Mandolin,
Octave Mandolin, Guitar)

Matthew Finck
(Mandolin, Guitar)

Stuart De Usoz (Fiddle,
Rhythm Bones, Bodhran,
Tin Whistle)

Cathy De Usoz
(Celtic Harp)

Lori Wilner (Vocals)

Lydia Pidluskus (Vocals)

Webmaster

Phil Busittill

Website Graphics

Jason Juta

**Motion Capture
Studio**

Access Mocap

**Access Mocap
Engineers**

Andy Cousins
Adam Vanner

Mocap Actors

Pete Beebee
Miles Green

Special thanks to

Tobias Barendt
Darrin Horbal
Hougant Chen
Megan Ouellette
Michael Best
Graeme Struthers

Beta Testers

Hayley Barnes
(Witch Hazel)
Neil Barnes
(Brave Sir Robin)
Philippe Barreaux (Jalis)
Michael Besley
(Lord Micheal)
Gill Bilski (GillB)
Trevor Cape (Wraith)
Merrill Edmonds (Merrill
the Just)
Koen Francois
Guy Fraser (Admin)
Greg Holsclaw
(Lord Britian)
William Gibson
(Lord Daffy)
Aric Ingle (Spiderman)
Lorie Jewett
(Lady Arcola)
Matthew Johnson (Lord

Ted)

Thomas Kamenick
(Fantasia)

Patrick Korhonen (WoS-
Badrang)

Nick Koutrouboussis (Lord
Nick)

Meredith Meadows
(Merepatra)

John Nicholson

Nick Pare

(Uber_horseman)

Henry W. Picman (Victor
the Great)

Bill Pleake

(Bill the Brave)

Hans Scheibler

(Earl Listbald)

Denise J Steele (mouse)

Karen Straube (Kester)

Adam Taylor (NAT)

Alastair Taylor (NAT)

Bob Taylor (Dark Lord)

JanJaap van den Hurk

(Jayhawk)

Joost van der Berg (EJay)

Ron York

(Duke of York)

Lincoln QA Team

QA Manager

Mark Lloyd

QA Supervisor

Kit Brown

**Senior Localization
Tester**

Antoine Cabrol

Testers

Jon Ealam
Simon Lawrence
Sergio Russo
Jason Trindall
Charlie Kinloch
Andy Webster
Mike Emeny
Jon Atkin-Day
Lee Johnson

Localization Testers

Chris Welsh
Alain Dellepiane
Dominic Garcia
Breogan Zazpe
Tejedor
Carola Berens
Francois-Xavier
Fouchet
Gabriel Bienzobas
Mauraza
Naomi Long
Stefano Moretti

TAKE 2 NEW YORK

Roozbeh Ashtyani
Tom Bass
Jason Bergman
Sandeep Bisla
Andrea Borzuku
Dylan Bromley
Jordan Chew
Terry Donovan
Dave Edwards
Daniel Einzig
Gary Foreman
Jenefer Gross
Christoph Hartmann
Jamie King
Mayumi Kobayashi

Jennifer Kolbe
Jennifer Koontz
Richard Kruger
Gabriel Abarcar
Gary Lewis
Susan Lewis
Jon Payne
Dorian Rehfield
Matt Schlosberg
Hosi Simon
Marlene Yamaguchi
Paul Yeates
Lesley Zinn

TAKE 2 EUROPE

Heinz Henn
James Ellingford
Serhad Koro
Anthony Dodd
Jon Broadbridge
Scott Morrow
James Crocker
James Quinlan
Tom Baker
Karl Unterholzner
Fernando Melo
Denby Grace
Sajjad Majid
Mark Ward
Dan Bailie
Simon Picard
Mark Jackson
Lia Tsele
Sarah Seaby
Jonnie Bryant
Adrian Lawton
James Sutcliffe
Matthias Wehner
Markus Wilding
Gabriel Schorsch Hacker

Andreas Traxler
Alexander Harlander
Nasko Fejza
Marie-Christine Branellec
Emmanuel Tramblais
Elena Morlacchi
Giovanni Oldani
Monica Puricelli
Cristiana Colombo
Louise Malouf
Simon Ramsey
Leigh Harris
Warner Guinée
Onno Bos
Raquel Garcia
Francisco Diaz
Jaz Bansi
Heloise Williams
Richard Barnes

CUSTOMER SUPPORT

Every effort has been made to make our products as compatible with current hardware as possible. However if you are experiencing problems with running of one of our titles you may contact our Technical Support staff in one of the several ways listed below.

Before contacting Technical Support, please be prepared. In order to assist you efficiently, we will need to know as much information about your computer and the problem as possible. If you can not provide the information in the check list below, then please contact your computer manufacturers technical support department before contacting Take 2 Interactive, otherwise we will be unable to solve your problem.

The information that we will require is as follows :

Contact Details:

- Your name.
- E-mail address, daytime telephone number or postal address.
- If you are from outside the UK, please specify which country you are contacting us from and the language version of the game you are playing.

System Details:

- PC brand name and model.
 - Processor speed and manufacturer.
 - CD-ROM Drive speed and manufacturer.
 - Total amount of system RAM.
 - The make and model of your video card / 3D Accelerator together with amount of video RAM.
 - The make and model of your sound card.
 - Mouse and driver information.
- Please describe the circumstances, including any error messages, of your problem as clearly as possible.

NOTE: PLEASE DO NOT CONTACT TAKE 2'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS. They are neither permitted nor qualified to supply such information.

OUR TECHNICAL SUPPORT CONTACT DETAILS:

Post: Take 2 Interactive Technical Support
Unit A, Sovereign Park
Brenda Road
Hartlepool
TS25 1NN

Telephone: (0870) 1242222 / calls charged at national rate (7 days a week from 8am to 10pm (GMT) excluding bank holidays)
Nederland 0900-2040404 (EUR 0,70ct p/m)
België 0902-88079 (EUR 0,74ct p/m)

Fax: 01429 233677

E-mail: take2@europesupport.com
tech.support@take2europe.com

Web Address: www.take2games.co.uk

AUSTRALIA AND NEW ZEALAND CUSTOMERS ONLY TECHNICAL SUPPORT:

If you are experiencing problems with the running of one of our titles, you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, please describe the circumstances, including any error messages, of your problem as clearly as possible.

Australia: 1902 262 606 calls charged at \$2.48 +GST per minute (higher from public phones and mobiles)

New Zealand: 0900 54263 call cost \$1.99+GST per minute.

Check with whomever pays the bill before calling.

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

This LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (this "Agreement"), including the Limited Warranty and other special provisions, is a legal agreement between You (either an individual or an entity) and Take 2 Interactive Software (the "Owner") regarding this software product and the materials contained therein and related thereto. Your act of installing and/or otherwise using the software constitutes Your agreement to be bound by the terms of this Agreement. If You do not agree to the terms of this Agreement, promptly return the software packaging and the accompanying materials (including any hardware, manuals, other written materials and packaging) to the place You obtained them, along with your receipt, for a full refund.

Grant of Limited Non-Exclusive License. This Agreement permits You to use one (1) copy of the software program(s) (the "SOFTWARE") included in this package for your personal use on a single home or portable computer. The SOFTWARE is in "use" on a computer when it is loaded into temporary memory (i.e., RAM) or installed into the permanent memory (e.g., hard disk, CD-ROM, or other storage device) of that computer. Installation on a network server is strictly prohibited, except under a special and separate network license obtained from Owner; this Agreement shall not serve as such necessary special network license. Installation on a network server constitutes "use" that must comply with the terms of this Agreement. This license is not a sale of the original SOFTWARE or any copy thereof.

Intellectual Property Ownership. Owner retains all right, title and interest to this SOFTWARE and the accompanying manual(s), packaging and other written materials (collectively, the "ACCOMPANYING MATERIALS"), including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The SOFTWARE and ACCOMPANYING MATERIALS are protected by United States copyright law and applicable copyright laws and treaties throughout the World. All rights are reserved. The SOFTWARE and ACCOMPANYING MATERIALS may not be copied or reproduced in any manner or medium, in whole or in part, without prior written consent from Owner. Any persons copying or reproducing all or any portion of the SOFTWARE or ACCOMPANYING MATERIALS, in any manner or medium, will be willfully violating the copyright laws and may be subject to civil or criminal penalties.

SOFTWARE Backup or Archiving. After You install the SOFTWARE into the permanent memory of a computer, You may keep and use the original disk(s) and/or CD-ROM (the "Storage Media") only for backup or archival purposes.

Restrictions. Other than as provided specifically in this Agreement, You are not permitted to copy or otherwise reproduce the SOFTWARE or ACCOMPANYING MATERIALS; modify or prepare derivative copies based on the SOFTWARE or ACCOMPANYING MATERIALS; distribute copies of the SOFTWARE or ACCOMPANYING MATERIALS by sale or other transfer of ownership; rent, lease, or lend the SOFTWARE or ACCOMPANYING MATERIALS; or to display the SOFTWARE or ACCOMPANYING MATERIALS publicly. You are expressly prohibited from transmitting the SOFTWARE or ACCOMPANYING MATERIALS electronically or otherwise over the Internet or through any other media or to any other party. You are expressly prohibited from selling or using any characters or other components of the game for any purpose. You are expressly prohibited from selling or otherwise profiting from any levels, add-on packs, sequels or other items based upon or related to the SOFTWARE and ACCOMPANYING MATERIALS or created by utilization of the SOFTWARE's level editor. If you create levels, add-on packs, sequels or other items to the Software using the SOFTWARE's level editor, including the construction of new levels (collectively, the "Modifications"), you are subject to the following restrictions: (i) the SOFTWARE's level editor and associated development tools and documentation (collectively "SDK") are considered separate from the SOFTWARE in the sense that they are not guaranteed or supported by the OWNER. However, the OWNER retains all copyrights and intellectual rights to the SDK, as stated in this license. (ii) your Modifications must require a full, registered copy of the Software to run; (iii) you may not distribute a Modification that contains an executable file which has been changed or modified in any way; (iv) your Modifications must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties; (v) your Modifications must be distributed solely for free. Neither you nor any other person or party may sell them to anyone, commercially exploit them in any way, or charge anyone for using them without a license from the OWNER. OWNER encourages noncommercial distribution of quality Modifications. If you desire to commercially distribute your Modifications, please contact OWNER at the address below for the terms

and conditions under which the Modifications may be commercially distributed; (vi) your Modifications shall not be supported by the OWNER. The prohibitions and restrictions in this Section apply to anyone in possession of the Software or any of your Modifications. YOU ARE NOT PERMITTED TO REVERSE ENGINEER, DECOMPILE OR DISASSEMBLE THE SOFTWARE IN ANY WAY. Any copying of the SOFTWARE or ACCOMPANYING MATERIALS not specifically allowed in this Agreement is a violation of this Agreement.

LIMITED WARRANTY AND WARRANTY DISCLAIMERS

LIMITED WARRANTY. Owner warrants that the original Storage Media holding the SOFTWARE is free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of purchase as evidenced by Your receipt. If for any reason You find defects in the Storage Media, or if you are unable to install the SOFTWARE on your home or portable computer, You may return the SOFTWARE and all ACCOMPANYING MATERIALS to the place You obtained it for a full refund. This limited warranty does not apply if You have damaged the SOFTWARE by accident or abuse.

CUSTOMER'S REMEDY. Your exclusive remedies, and the entire liability of Owner, shall be (i) replacement of any original Storage Media with the SOFTWARE or (ii) full refund of the price paid for this SOFTWARE. By opening the sealed software packaging, installing and/or otherwise using the SOFTWARE or ACCOMPANYING MATERIALS, you hereby agree to waive any and all other remedies you may have at law or in equity. Any such remedies you may not waive as a matter of public policy, you hereby assign, or shall assign as they become available, over to Owner.

WARRANTY DISCLAIMERS. EXCEPT FOR THE EXPRESS LIMITED WARRANTY SET FORTH ABOVE, OWNER MAKES NO WARRANTIES, EXPRESS OR IMPLIED, ORAL OR WRITTEN, CONCERNING THE PRODUCTS OR ANY COMPONENT PART THEREOF. ANY IMPLIED WARRANTIES THAT MAY BE IMPOSED BY APPLICABLE LAW ARE LIMITED IN ALL RESPECTS TO THE FULLEST EXTENT ALLOWED AND TO THE DURATION OF THE LIMITED WARRANTY. OWNER DOES NOT REPRESENT, WARRANT OR GUARANTEE THE QUALITY OR THE PERFORMANCE OF THE SOFTWARE OR ACCOMPANYING MATERIALS OTHER THAN AS SET FORTH IN THE ABOVE LIMITED WARRANTY. OWNER ALSO DOES NOT REPRESENT, WARRANT OR GUARANTEE THAT THE SOFTWARE OR ACCOMPANYING MATERIALS' CAPABILITIES WILL MEET YOUR NEEDS OR THAT THE SOFTWARE

WILL CONTINUOUSLY OPERATE, BE ERROR FREE, OR THAT PROBLEMS WILL BE CORRECTED. OWNER DOES NOT REPRESENT THAT THE SOFTWARE WILL OPERATE IN A MULTI-USER ENVIRONMENT. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY OWNER, ITS DEALERS, DISTRIBUTORS, DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES SHALL CREATE ANY OTHER WARRANTY OR EXTEND OR EXPAND THE SCOPE OF THIS WARRANTY. YOU MAY NOT RELY ON ANY SUCH INFORMATION OR ADVICE. SOME TERRITORIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM TERRITORY TO TERRITORY.

LIABILITY LIMITATION. To the maximum extent permitted by applicable law, and regardless of whether any remedy set forth herein fails of its essential purpose, IN NO EVENT WILL OWNER, ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS OR AFFILIATES NOR ANYONE ELSE INVOLVED IN THE DEVELOPMENT, MANUFACTURE OR DISTRIBUTION OF THE SOFTWARE OR THE ACCOMPANYING MATERIALS BE LIABLE FOR ANY DAMAGES WHATSOEVER, INCLUDING WITHOUT LIMITATION, DIRECT OR INDIRECT, INCIDENTAL; OR CONSEQUENTIAL DAMAGES FOR PERSONAL INJURY, PERSONAL PROPERTY, LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF TEXT OR DATA STORED IN OR USED WITH THE SOFTWARE INCLUDING THE COST OF RECOVERING OR REPRODUCING THE TEXT OR DATA, OR ANY OTHER PECUNIARY LOSS, ARISING FROM OR OUT OF THE USE OR INABILITY TO USE THIS SOFTWARE. THIS LIABILITY LIMITATION APPLIES EVEN IF YOU OR ANYONE ELSE HAS ADVISED OWNER OR ANY OF ITS AUTHORIZED REPRESENTATIVES OF THE POSSIBILITY OF SUCH DAMAGES. EVEN IF SUCH IS CAUSED BY, ARISES OUT OF OR RESULTS FROM THE ORDINARY, STRICT, SOLE OR CONTRIBUTORY NEGLIGENCE OF OWNER OR ITS DIRECTORS, OFFICERS, EMPLOYEES, AGENTS, CONTRACTORS OR AFFILIATES. SOME TERRITORIES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

PRODUCT SUPPORT AND UPDATES

This SOFTWARE is intended to be user-friendly and limited product support is provided by Owner as specified in the ACCOMPANYING MATERIALS.

Jurisdiction. TEXAS LAWS GOVERN THIS AGREEMENT, REGARDLESS OF EACH STATE'S CHOICE OF LAW PRINCIPLES, WITH A FORUM AND VENUE OF DALLAS COUNTY, TEXAS. This Agreement may be modified only by a written instrument specifying the modification and executed by both parties. In the event that any provision of this Agreement shall be held to be unenforceable, such provision shall be enforced to the greatest possible extent, with the other provisions of this Agreement to remain in full force and effect.

Entire Agreement. This Agreement represents the entire agreement between the parties, and supersedes any oral or written communications, proposals or prior agreements between the parties or any dealers, distributors, agents or employees.

Termination. This Agreement is valid until terminated.

This Agreement ceases automatically (without any form of notice) if You do not comply with any Agreement provision. You can also end this Agreement by destroying the SOFTWARE and ACCOMPANYING MATERIALS and all copies and reproductions of the SOFTWARE and ACCOMPANYING MATERIALS and deleting and permanently purging the SOFTWARE from any client server or computer on which it has been installed.

Program Transfer. You may permanently transfer all of your rights under this Agreement, provided that the recipient agrees to all of the terms of this Agreement, and You agree to transfer all ACCOMPANYING MATERIALS and related documents and components and remove the SOFTWARE from Your computer prior. Transferring the SOFTWARE automatically terminates Your license under this Agreement.

Equitable Remedies You hereby agree that if the terms of this Agreement are not specifically enforced, Owner will be irreparably damaged, and therefore you agree that Owner shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

Owner. If You have any questions regarding this Agreement, the enclosed materials, or otherwise, please contact in writing:

Take 2 Interactive
Saxon House
2-4 Victoria Street
Windsor
Berkshire
SL4 1EN

Microsoft and Windows 95, Windows 98 and Windows NT are registered trademarks of Microsoft Corporation. All other trademarks and trade names are properties of their respective owners. Product of the United Kingdom.

NOTES

NOTES

NOTES

Hotkeys

Pause Game:	P
Scrolling around the map: S, W, A, D and Cursor keys.	
Zoom in & out of map: Spin mouse wheel forwards or backward or use R & F.	
Rotate map: Hold down the middle mouse button and move the mouse or use Q & E.	
Rotate Buildings: With building selected, spin mouse wheel forwards or backward, or use R key	
Top Down View:	Spacebar
Interface Panel On/OFF:	TAB
Adjust game speed: + / - (Numeric Keypad)	
Screenshot:	ALT & Q
Keep:	K
Granary: (Opens the Granary panel but does not return to the Granary)	G
Barracks: (Opens the Barracks panel does not return to the Barracks)	B
Mercenary Post: (Opens the Mercenary post panel does not return to the Mercenary post)	N
Monastery: (Opens the Monastery panel but does not return to the Monastery)	O
Market: (Opens the Market panel but does not return to the Market)	M
Treasury: (Opens the Treasury panel but does not return to the Treasury)	T
Siege Camp (Cycle): (Cycles through all your available siege camps)	J
Cycle Estates: (Period Key) <Numeric Keypad> (Cycles through your estates)	

Locate your lord:	L
Cycle through all lords:	SHIFT & L
Grouping Troops: Select a group of troops and press CTRL & 0 to 9 and then press 0 to 9 to locate them.	
Setting Up Multiple Waypoints: Hold down SHIFT and left click.	
Bookmarking Locations: CTRL + ALT + 0 to 9: Pressing CTRL & ALT & 0 to 9 creates a bookmark of the current location on the map. Press ALT and the appropriate number to return to this location.	
Unit selection: Units can be added or removed from a selection by holding down the SHIFT key then left clicking on them. Multiple units can be added to a selection by holding down the SHIFT key and dragging a box around them. Double clicking on a unit will select all of that unit type visible on the screen.	
Select Units of Same Type: Double-click on a troop to select all units of the same type visible on screen.	

Troop Assembly Points (Barracks, Mercenary Post, Engineers Guild, Monastery): 1 to 7. You can create assembly points for each troop type in the barracks panel & mercenary post. Open the barracks or Mercenary Post (B or M) then press 1 - 7 and you will be able to place a flag. The troop you create from the building will walk to the flag. You can set assembly points for other building types such as the engineer's guild.	
Select Single Thickness of wall:	Z
Select Double Thickness of wall:	X
Select Tripe Thickness of wall:	C
Select Wooden wall:	V

MULTIPLAYER COMMANDS

Chat:	ENTER
Taunt:	F1 to F12